

ISSUE NO.

234

AUGUST

GTM

GAME TRADE MAGAZINE

FLOTILLA

HOW WILL YOU LEAD HUMANITY
AND REBUILD CIVILIZATION?



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- TAKE PHOTOS AND COLLECT MEMORIES AS YOU TAKE A HIKE (OR THREE!) WITH PARKS, A CELEBRATION OF AMERICA'S NATIONAL PARKS FROM KEYMASTER GAMES!

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by WizKids/NECA

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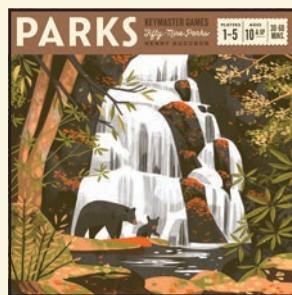
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ecos

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In Ecos: First Continent, players are forces of nature molding the planet, but with competing visions of its grandeur. You have the chance to create a part of the world, similar but different to the one we know.

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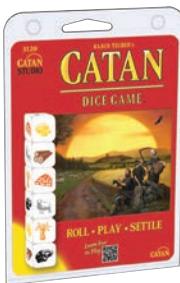
Ecos will be on sale
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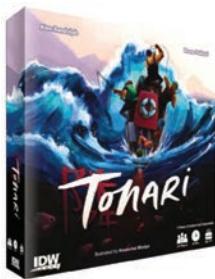
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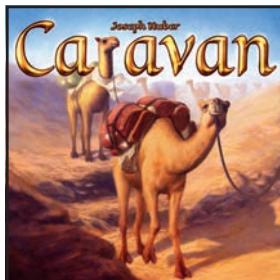
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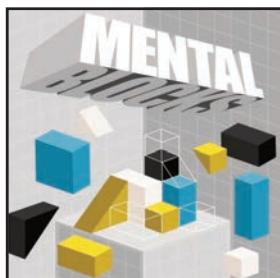
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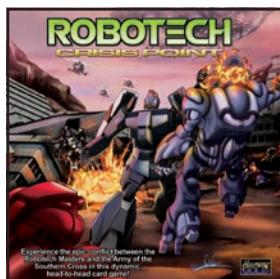
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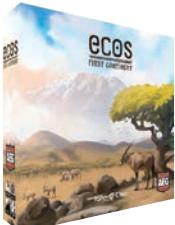
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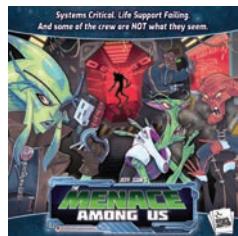
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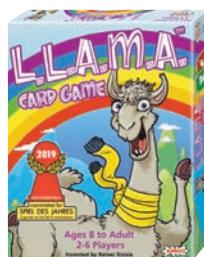
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EPIC SPELL WARS OF THE
BATTLEWIZARDS

ANNIHILAGEDDON

DECK-BUILDING GAME

WARNING
CONTAINS AWESOME
MATURE CONTENT
AND PROFANITY



It's an all-out battle to the death for the Annihilageddon trophy in the crazy world of *Epic Spell Wars*™! While fully compatible with other Cerberus Engine releases, this game features a whole new world of mayhem ... literally.

Mayhem Events, Familiars, Legends, Wizards, Spells, Creatures, Treasure, and Wild Magic. It all adds up to an *Epic Spell Wars* experience unlike anything you've seen before. And fans of the series have seen a lot. Yeesh.

GEN CON **BOOTH #503**

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- Mercilessly attack your foes and kill them over, and over, ah-and over!
- Take advantage of your Wizard's special ability tile and Familiar card that only you can buy!

MSRP \$40

Release Date: Second Half 2019



2-5 Players



Ages 17+



60 mins



CRYPTOZOIC
ENTERTAINMENT

Greetings Dear Readers!

Here it is — your August issue of *Game Trade Magazine*, and boy-howdy have we got an awesome assortment for you this month.

Traditionally, the August issue is a pretty big deal around the ol' GTM Bullpen — known affectionately as the "Gen Con issue," our contributors generally pull out all the stops with eye-catching ads and fantastic articles highlighting releases for the rest of the year. Let me tell you — they did not disappoint!

And since this is the Gen Con issue, folk can swing by our booth (#118) for a FREE copy of *GTM*, plus one or two other goodies we may have on hand as well.

(Of course, if you're reading these words that prospect may seem a bit superfluous, so please tell all your friends at the show — we'd love to meet them!)

But enough jibber-jabber! What exactly do we have in store for you in this issue?

Well, first off, WizKids challenges us to survive and thrive in a waterworld of our own making. In *Flotilla*, players compete to salvage equipment, gather supplies, and earn influence in order to lead civilization to a brighter future.

And speaking of the future, we continue our exploration of the darker corporate dystopia set in the *Shadowrun* universe with the latest chapter of *A Corp and a Hard Place*, our exclusive fiction offering courtesy of Catalyst Game Labs.

However, if relaxing in the great outdoors is more your speed, be sure to check out the Designer Diary for *Parks* from Keymaster Games. Not only does this article showcase some **absolutely gorgeous** art, designer Henry Audubon takes us behind-the-scenes and tells us how this fantastic project came to be.

At a whopping 112 pages, we've got lots more for you to enjoy this month — but too much to mention here. So, sit back, relax and enjoy the excellent content, the enticing ads, and the sneak peeks of what's coming soon to your FLGS. Thanks for reading!

Game on,
-JG



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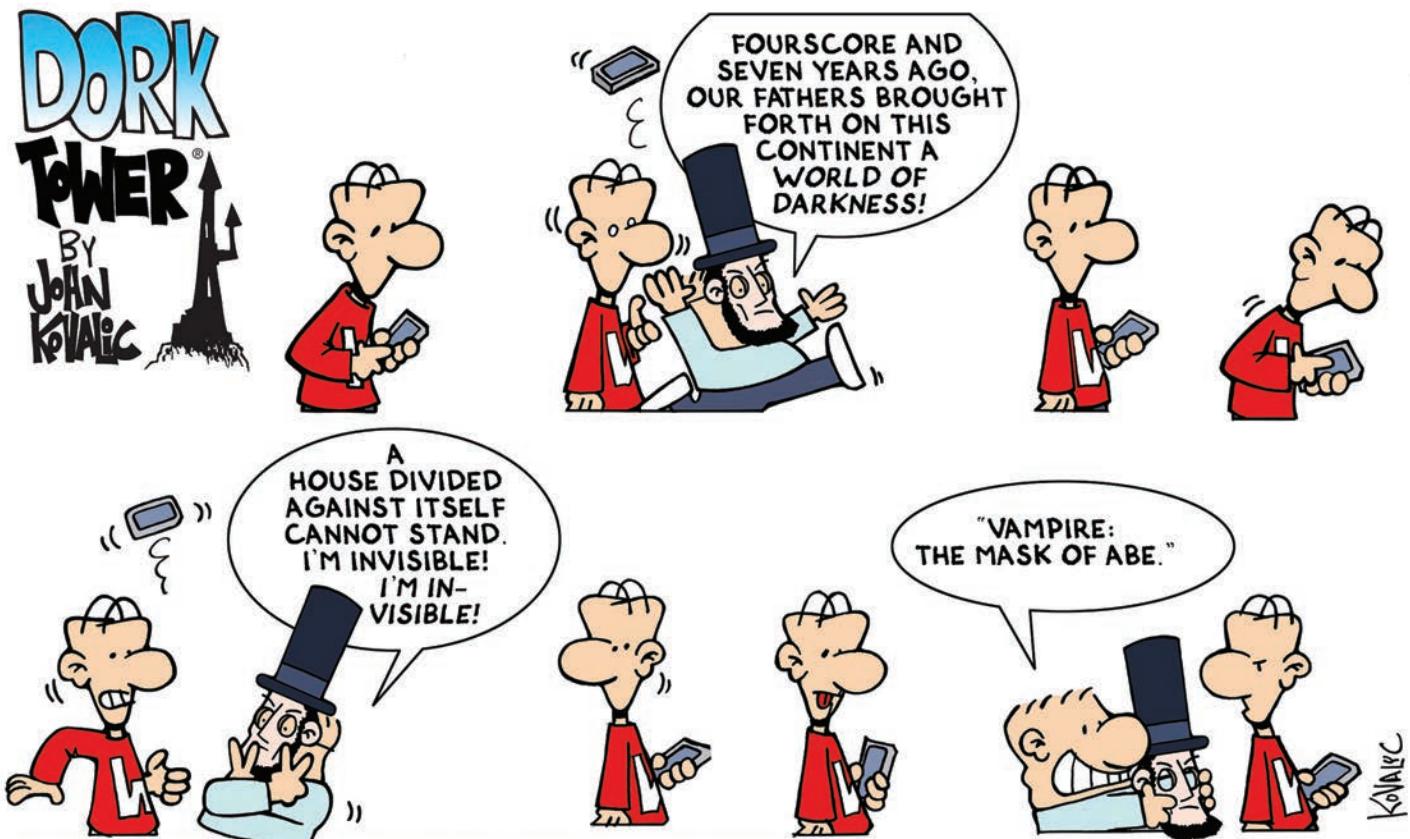
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with hundreds and hundreds of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three-month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (*FLGS*) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHT

SPOTLIGHTS: These are products that have released and are available at your *FLGS* or *FLCS*. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your *FLGS* or *FLCS*, so be sure to make a note so you won't miss out!

FEATURE

PREVIEW

DESIGNER DIARY

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your *Friendly Local Game (FLGS)* or *Comic Store's (FLCS)* shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your *FLGS*!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of GTM, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

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SPOTLIGHT ON

GAME TRADE MAGAZINE #226
GTM contains articles on gameplay, previews and reviews, game related news, and other information about game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 226 \$3.99

ART FROM PREVIOUS ISSUE

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ATM 31622
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ATM 31717
\$2.99

EXTANIUM
ATM 31724
\$2.99

PASHALIA
ATM 31634
\$2.99

CONFLICT HEROES
3RD EDITION
Artwork by Bearf - Russia 1941-42 takes you to the eastern front during Operation Barbarossa. The German invasion of the Soviet Union was the first time period to be the birth of modern warfare tactics that continue to be used and refined today. You will be able to lead the assault on the enemy keep scheduled to ship in January 2019.
AYG 5016
\$20.00

VIRTUE SERIES:
FORTRESS & CLASH
In this two player card game, lasting about 50 minutes, you will lead your clan as they lay siege to your own keep. Position your War Machines on the Ramparts, marshal your troops for battle, and choose which units in your clan will be sent to lead the assault on the enemy keep. Scheduled to ship in November 2018.
AYC 1802
\$25.00

DRAGON SHIELD: PLAYMAT
Scheduled to ship in January 2019.

PLAIN BLACK
ATM 20501
\$14.99

PLAIN WHITE
ATM 20500
\$14.99

DRAGON SHIELD:
ART DECK SHELL
Scheduled to ship in October 2018.

ARADO
ATM 31725
\$2.99

BETHIA
ATM 31632
\$2.99

GAMES

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\$25.00

SMALL STAR EMPIRES:
DAWN OF DISCOVERIES
\$25.00

JUNGLE SPEED: KIDS
\$14.99

SMALL STAR EMPIRES: THE GALACTIC DIVIDE
\$20.00

TREASURE ISLAND
\$59.99

BABA YAGA
\$24.99

VISIOO
\$14.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of Game Trade Magazine (GTM), you'll find a variety of terms that will help you in selecting items from the Games Section. Here's what they all mean!

**FEATURED ITEM**

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the GTM Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the GTM Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SPR) for the product.

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FLOTILLA

WZK 73767 \$79.99 | Available October 2019!

Picture a world where nuclear testing in the late 1950s went horribly awry, generating unimaginable power and triggering a mass global warming in the ocean that melted the polar ice caps, flooding 90% of the Earth's land mass. The survivors fled to the highest ground, but unsustainable conditions forced them to take to the sea. Anything that could float was lashed together. At first, hundreds of flotillas emerged, but slowly over the course of a few years, the Guilds brought many of them together to form a new waterborne city and usher humanity into a new era.

In *Flotilla*, you begin as a ship's captain a few short years after the nuclear event. You explore the new face of the world, searching the depths for valuable materials. You seek survivors and uncharted land masses, founding new ports and building your reputation as a world explorer.

Or... maybe you don't! Maybe you choose to join the masses on the flotilla, building and developing the city for the survivors that continue to migrate to the floating city. You research old technologies lost and new technologies discovered. You build your reputation as a leader worthy of the people.



The choice to be a Sinkside explorer or a Skyside settler defines the very core experience of *Flotilla*. They represent two similar but distinct game experiences, utilizing the same game components, seamlessly intertwined among all players. A player may choose to play the game as a Sinksider from start to finish, or may choose to flip to the Skyside on their very first turn, or they may even play Sinkside for a time and switch when the opportunity strikes. The timing of when to flip is entirely up to each player, but once you turn Skyside you cannot go back.



The majority of the key components in the game are double-sided, including your player board, the Ocean tiles, and your Crew cards. When you decide to go Skyside, you scoop up all the tiles you have built out as a Sinksider, flip them over and use their reverse sides to build out the floating city. You flip your player board and your Crew cards, as most of your crew train in new skills to better serve the needs of the people on the flotilla. Anchoring the experience of both games are the Guilds and your Guild reputation, important for all players in any role.



In addition to Sinkside versus Skyside defining the player experience, it also drives the entire game experience. The key rewarding moments Sinkside players experience, such as finding artifacts from the old world and survivors from uncharted waters, also have a subtle long-term benefit for the Skyside players. The research breakthroughs Skyside players enjoy will improve the quality of the ships Sinkside players use, providing them a boon for the rest of the game. Overall, as the game state progresses both the Sinkside and Skyside players will enjoy improved actions and scoring opportunities as a result.

Most importantly, the economy of the game changes considerably based on the balance of Sinkside and Skyside players. As explorers and scavengers, the Sinkside players find resources and sell them to the flotilla, filling the role of merchants in the game's economy. As builders and researchers, the Skyside players are funded by the Guilds and have a great need for resources to perform their actions. They fill the role of consumers in the economy. At the start of the game, all players are Sinkside explorers, selling their artifacts and resources, driving prices down for all fairly quickly. Who will flip first to capitalize on the depressed market? Similarly, if you are last player on the Sinkside, you are now the only seller among a table full of buyers. Can you give up such a lucrative position?



The basic gameplay is rooted in a simple action selection model. During your turn, you play one Crew card from your hand and resolve it. Each player turn resolves fairly quickly, lasting less than 1 minute, and in most games players will experience 25 or more game turns. Each Crew card is affiliated with one of the Guilds and defines the core actions of the game:

- Delvers:** While Sinkside, these are your ship's hard-working crew, diving, salvaging, and loading goods. Upon switching to Skyside, they delve for knowledge by studying and innovating. In either case, they utilize different dice to generate resources, money, and technological advancements.
- Founders:** Sinkside, these are your explorers, navigating and charting the new world. Skyside, they are your builders, growing the size of the flotilla. In either case, Founders utilize the tiles in the game to build out play areas.
- Speakers:** For either side, Speakers work with the people and the Guilds. They build your reputation as a captain with the Guilds, recruit new members of your Crew, and advance your status as a leader.
- Traders:** For either side, Traders power the economy. They buy and sell goods, deeds, and ships.



Your Crew also features a Captain and Scholar. The Captain allows you to pick up the previous played Crew cards and gain income. The Captain is also the only card that allows the opportunity for a player to change to Skyside from the Sinkside.

The Scholar takes advantage of other players' recent actions throughout the game, allowing opportunistic use of key actions that your opponents have recently taken. The key scoring opportunities

in the game come from either Sinkside or Skyside modular objectives (most often tied to how you construct your play area), your reputation with the Guilds, and the many incremental points that come from smaller achievements (such as finding artifacts, survivors, technologies, building the flotilla, or Crew special actions).

Flotilla is a game of compelling player choices, emergent strategies, and opportunistic play. There are many lines of play to discover, and no two games will provide the exact same play experience.



STAR WARS™ LEGION™



SWL44 | \$99.95 | Clone Wars Core Set

SWL47 | \$24.95 | Phase I Clone Troopers Unit Expansion

SWL49 | \$24.95 | B1 Battle Droids Unit Expansion

SWL51 | \$9.95 | Upgrade Card Pack

Available 3rd Quarter 2019



"The shroud of the dark side has fallen.

Begun, the clone war has."

—Yoda, *Star Wars: Attack of the Clones*

War has engulfed the galaxy. The vast forces of the Separatist Alliance, bolstered by seemingly endless ranks of battle droids, have pushed the Galactic Republic to the brink of dissolution and defeat. The Republic's only hope is its army of elite clone troopers, led into battle by noble, Force-wielding Jedi Knights. The war between them is an epic struggle where every battle could turn the tide and change the fate of the galaxy.

Soon, your players will have the chance to immerse themselves in the Clone Wars, assembling their forces and leading them against their opponents in the legendary ground battles of the *Star Wars* galaxy with several Clone Wars products for *Star Wars™: Legion!*

Beginning with the *Clone Wars Core Set*, these products bring *Star Wars: Legion* into an entirely new era of infantry battles, introducing the overwhelming Separatist droid forces and the Republic's crack armies of clone troopers and Jedi Knights to the game, while unlocking new strategies based on these factions' unique characteristics. With the thirty-nine unpainted, easily assembled miniatures found here, your players can begin building and customizing the look of the Clone Wars' most iconic heroes, villains, and troopers, making it the perfect starting point for building their *Star Wars: Legion* collection.

Enter the Clone Wars

Star Wars: Legion puts players in command of their own armies of units straight out of the *Star Wars* saga, engaging in furious firefights across a war-torn galaxy.

Now, with the *Clone Wars Core Set*, they can step into a new era, taking command of the iconic units and heroes of the Clone Wars. From the corps units that form the backbone of their armies to the heroes and villains on the ground commanding them, every unit in an army has its role to play and—whether they side with the Galactic Republic or the Separatist Alliance—the eight units found here provide a foundation for their armies.

Those who choose to spread chaos, tyranny, and fear as the Separatist Alliance can wield a massive droid military. With an overwhelming number of B1 Battle Droids at their command,



they can trample over any who stand in their path while a unit of Droidekas provides the firepower to decimate any opponents that remain standing.

Countering the Separatist threat are the Republic's Phase I Clone Troopers. As skilled as they are in battle, Clone Troopers alone can't hope to stand against the crushing weight of the Separatist's battle droids. Thankfully, a BARC Speeder can help them adapt to the environment on a variety of worlds and provide a welcome source of speed.

Command Your Legions

Just as essential to an army are the leaders taking command and issuing orders to their armies. Fittingly, the Galactic Republic and Separatist Alliance enter *Star Wars: Legion* with two of the most recognizable leaders in the galaxy leading their troops into battle. The legendary Jedi Master Obi-Wan Kenobi squares off against the dastardly cyborg General Grievous. As their respective army's commanders, Obi-Wan and Grievous contribute both their combat prowess and their leadership skills to players' battle plans.

Clearly capable of causing massive damage on their own, these commanders' influence reaches far beyond the enemies they engage in combat. They also have the vital job of issuing orders to those under their command, and both have their own style of leadership. Through their individual signature command cards, Obi-Wan Kenobi and General Grievous can exert their influence on a battle, granting special abilities and setting the tone for your army's maneuvers.

Upgrade Your Armies

As *Star Wars: Legion* begins exploring the Clone Wars era, each side will have reinforcements ready to bolster their forces. Both the *Phase I Clone Troopers Unit Expansion* and the *B1 Battle Droids Unit Expansion* invite players to further customize their armies to fit their personal preferences. Far from simply adding additional miniatures to an army, these Unit Expansions also reinforce their faction's identity, helping players create highly thematic armies with unique strategies.

Whether players choose to fight for the Republic, Separatists, Empire, or Rebellion, handpicking the units they take into battle is only the first step in creating their armies. The weapons, gear, and training their units carry into battle are just as important, and the *Star Wars: Legion Upgrade Card Pack* gives them access to more ways to upgrade their army than ever before. Putting sixty neutral upgrade cards from previous releases at players' fingertips, this pack makes it easy to fine-tune any unit, especially if you're new to the fast-paced battles of *Star Wars: Legion*.

A New Era Begins

War has splintered the galaxy, forcing star systems to choose between the Galactic Republic and Separatist Alliance. Now is your chance to fight for the fate of the galaxy. Gather your forces, plan your attack, and enter the Clone Wars in *Star Wars: Legion*!

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CATAN

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CSI CN3120.....\$13.00 | Available Now!

FUN ON THE GO

Sometimes there isn't enough time or space for a full game of Catan. Be a hero and come to the rescue by bringing out *Catan Dice Game*. The fun, quick Catan experience for 1 to 4 players.

To get started, all you need is the 6 dice, the included play pads, and something to write with. You'll notice the dice depict each of the resources found on the island of Catan: lumber, bricks, wool, grain, ore, and a special resource—gold.

SHINY, SHINY GOLD

The gold resource makes appearances in several Catan iterations, including *Rivals for Catan* and *Catan Seafarers Expansion*. In *Catan Dice Game*, you can “trade” two gold for any one resource that you need.

FAST TO LEARN AND PLAY

On your turn, roll the dice up to three times. After each roll, you may either set aside some of the dice or roll them again.

After three rolls, if you end up with bricks and lumber, you can fill in road segments. A brick, lumber, wool, and grain, allows you to fill in a settlement on your

map. And ore, grain and wool will help you build a knight, which will come in handy for you in later turns.

The points earned for each item built varies depending on how far along the path you are able to progress. The farther you expand, the more points you can earn!

After each turn, players record their score in the scoring boxes. The player with the most points after 15 turns wins. Be careful not to be stuck with a scoreless turn—empty boxes are worth -2 points at scoring time.

DICE GAME PLUS

For another variation on the *Catan Dice Game*, just flip the game map over to the opposite side (or download a PDF printout from catan.com).

The *Dice Game Plus* version more closely mimics the full-sized *Catan*. Each settlement is worth 1 victory point and each city is worth 2 victory points. Build the Largest Army and the Longest Road (each worth 2 victory points). The first player to reach 10 victory points wins!

ABOUT CATAN DICE GAME

Catan Dice Game brings fun to 1-4 players, aged 7 and up. Play time takes approximately 20-40 minutes, depending on the number of players and which version you play.



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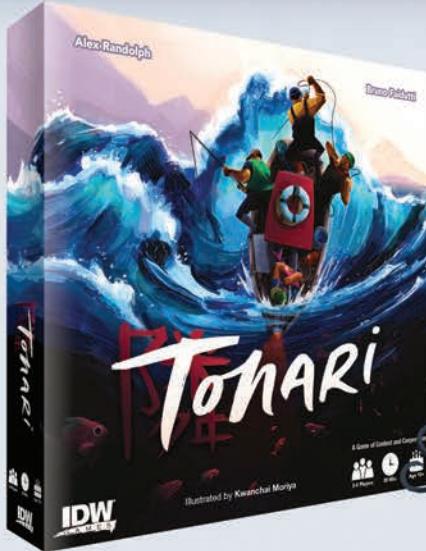
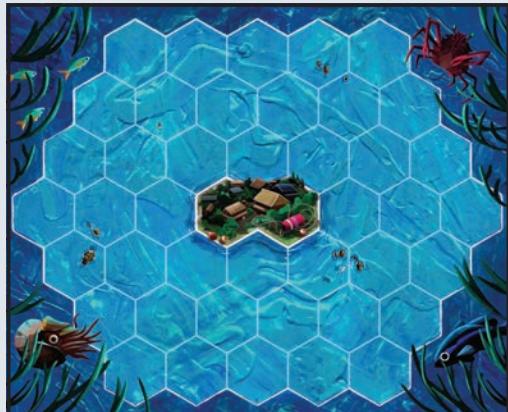
TohARI

TONARI

IDW 01656 \$29.99 | Available August 2019!

Renowned game designer Bruno Faidutti (*Citadels*, *Diamant*) reflects on the unique development process and historical connections of his upcoming game, *Tonari*, including the impact of the late Alex Randolph (*Ricochet Robots*, *Inkognito*, *Veleno*)

In the late eighties, I played an Alex Randolph game called *Veleno*, an abstract game with very simple mechanics. Each player in turn moves a common pawn on a board, capturing a token on a neighboring space. Those who follow my creations know that, while I am wary of cooperation games, I have always been interested in games with a single pawn moved by all players. An idea I have already used in *Silk Road* and *Isla Dorada*. The other fascinating aspect of *Veleno* is its perfect three and four players scoring system, in which each player adds their left neighbor's score to their own. This clever rule gave its name to the German edition of the game, *Gute Nachbarn* — the nice neighbor. In *Veleno*, you have a good neighbor on your left, a bad one on your right, and you're the good neighbor of your bad neighbor. For years, I had this game in my thoughts. The simple and elegant system was fascinating, but actual game play a bit lacking. The small playing board and the unbalanced values of the colored tokens often made for scripted games, in which movements were obvious and the winner determined in two or three turns. Then two years ago, on a whim, I dug up my old copy of *Veleno* and started to think of this game as I would like it — with a bigger board, more variety in the tokens and the scoring, and more interaction between players. I soon named my game *Tonari*, meaning "Neighbor" in Japanese. I feel publishers today are a bit wary of abstract games. Probably encouraged by the success of Matt Loomis & Isaac Shalev's *Seikatsu*, IDW offered to publish it. They didn't want to go full abstract, but finding the right setting wasn't easy. They finally settled on fishing, with the common pawn being a trawler, and the colored tokens, different varieties of fish. Placing the action in Japan even allows us to keep the name I had chosen for my prototype, *Tonari*. The fishing theme works surprisingly well, and is well rendered by the art of Kwanchai Moriya, an artist with a very specific style with whom I had not worked before. I am particularly fond of the cover art.



The beauty of the game is in its simplicity. *Tonari* is a game of simple actions but deep choices. At first glance, it seems to be a simple, set-collection game. While there is only one choice to make during a player's turn — where to move — it is incredibly important to consider where that move will place your neighbor, whose score will ultimately add to your score to determine the winner.

On their turn, each player must move the Boat marker from its current space into an adjacent space that contains a token. After they move the marker, they collect the token in the new space. Occasionally, a player may collect a Skill token. In that case, the Skill token takes effect immediately, before play passes. These tiles allow you to swap tiles on the board, swap tiles that have already been collected and double the points of a specific fish. After the player has moved the Boat marker and collected their Fish or Skill token, play passes clockwise. The next player must always take control of the Boat marker at its current location and determine their move from there.

After the game ends, each player adds up the value of all the Fish they have caught.

In a 2 player game, the player with the highest total score wins. In a 3-4 player game, players add the value of their Fish to the value of the Fish caught by the player to their left. The player with the highest total score wins, and is considered the best Fisherman on the island!

Tonari will be releasing at Gen Con 2019 and will be available in your FLGS August 23rd.

•••



Alex Randolph playing Shogi



Alex Randolph in Venice, with a copy of Veleno



A near final prototype of Tonari



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OUTFIT ADVENTURERS AND QUEST FOR PROFITS IN

BARGAIN QUEST

RGS 00855 \$40.00 | Available August 2019!

This critically-acclaimed game where you run a store in the quest for profit by outfitting fantasy adventurers arrives to friendly local game stores everywhere!

Bargain Quest is set in the archetypical fantasy world; one filled with dragons, dungeons, and adventurers running towards the danger. But it isn't your typical fantasy game: instead of adventuring and putting yourself in harm's way, you have a monumentally more difficult role: proprietor of the shop that outfitting would-be-heroes while still turning a profit. This is a risk and reward game: you want to outfit heroes so they can save the town, but you've got some hefty competition about in rival shops, and one of the biggest dangers to any local business is ignoring the bottom line. In Bargain Quest players must compete to be the best shop in town, which is measured in profits and prestige at the end of the game.

Designed by Jonathan Ying and featuring art by Victoria Ying, the sibling duo has created a delightful and immersive game world with this title. Having previously designed games for Fantasy Flight Games and more recently designing Renegade Game Studios' Power Rangers: Heroes of the Grid, Jonathan Ying's sought to create a new game experience with Bargain Quest. As Jonathan put it:

Bargain Quest is the first game I designed after leaving Fantasy Flight Games where I chiefly worked on very heavy miniatures games with deep and complex rule systems.

I wanted to make something that I wouldn't have been able to design at FFG and Bargain Quest was the result. It started with a rough outline of an idea, taking inspirations from other games such as Recettear and Boss Monster along with some of my own thoughts about card drafting and fantasy storytelling. I've always been fascinated by stories about the NPCs and their ordinary lives in a fantastic world.

He needed an artistic collaborator for the game and fortunately had one in the family. Victoria Ying is a Disney Visual Development veteran credited for her work on animated films such as *Princess & The Frog*, *Tangled*, *Frozen* and *Big Hero 6*, and a prolific children's book author and illustrator. She had already collaborated with Jonathan previously on the children's book *Not Quite Black & White*. As Jonathan put it:

Vicky was really excited to collaborate with me on this crazy idea. She had some time available between her own projects and when I suggested the idea for the game she immediately got excited to illustrate her spin on classic fantasy characters and monsters!

The game is critically acclaimed. *Shut Up & Sit Down* reviewed and recommended it, giving it the SU&SD Recommended Seal. Other reviewers laud it for its beautiful art, wonderful (and humorous) execution of theme, and accessibility. Every design and artistic decision was made deliberately. Jonathan elaborates how this exemplified with the adventuring heroes in the game:



We wanted to carefully balance the level of investment players would have in an individual hero in the game. We made the conscious choice not to give any of the hero characters names as that wouldn't be as important to the shopkeepers. To the players, they're simply *Fighters*



and *Rogues*. On the other hand, we did choose to give each character charming and unique artwork, suggesting that they did indeed have their own histories and adventures.

One of the most exciting elements of the game was giving the heroes unique skills that can affect how they interact with the player's shop. So *Rogues* steal money from shops whereas *Mages* like to barter for goods. We also got to play with some of the more unusual class archetypes, like a *Witch Hunter* who destroys any *Mage*-type items in your shop, or a *Necromancer* who you can pay to revive employees from the discard pile! Overall we wanted each hero to speak to their iconic fantasy archetype but in a mercantile context.

With its refined design, delightful game elements, compelling and accessible art, and characterful world, *Bargain Quest* is a delightful addition to any game collection. Ultimately it is the kind of game with the hallmarks of a modern classic.

Bargain Quest plays 2-6 players, has a play time of 30-60 minutes, and MSRP of \$40.

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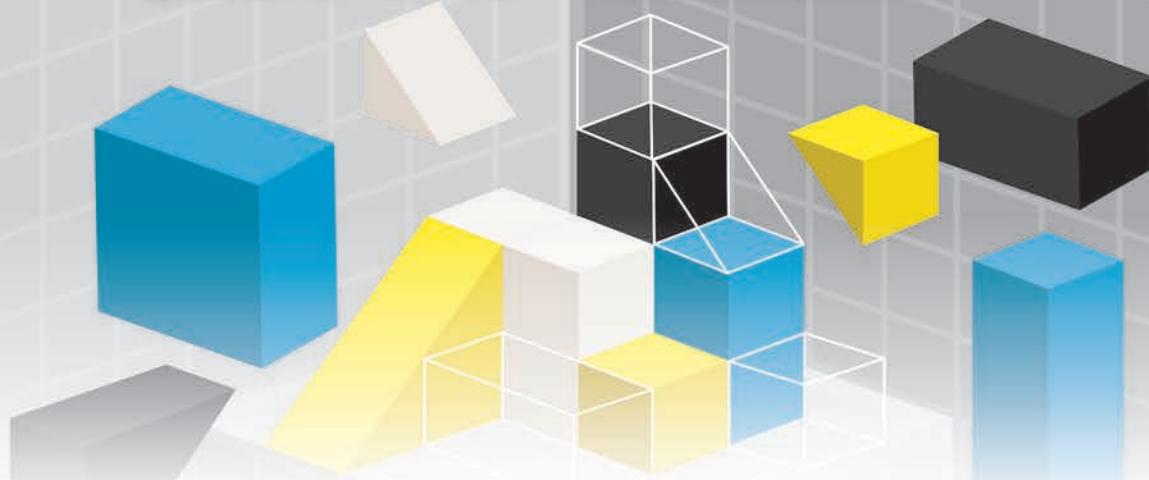
Teri Litorco is the senior marketing manager at Renegade Game Studios. She calls herself a professional tabletop fangirl who loves painting tabletop miniatures, playing games with her family, and taking photos of her cats sitting in game box lids.



Jonathan Ying is a game designer living in sunny San Diego, California. His design credits include titles such as *Star Wars: Imperial Assault*, *DOOM: The Board Game*, and *Power Rangers: Heroes of the Grid*. When he is not making games, Jonathan enjoys cooking and reading mystery novels.



MENTAL BLOCKS



BRAINS, BLOCKS, BETRAYÁL.

Mental Blocks is the frenetic, nail biting 3D puzzle game you will never want to put up. Players must work together to solve 3d puzzles varying from entry level to hardcore head-scratchers before time runs out! Each player has their own secret perspective to the puzzle, but there's a catch!

Every person has a restriction: some players can only touch certain blocks, some can only touch certain shapes, some cannot speak. Ramp up the fun with an optional hidden traitor!



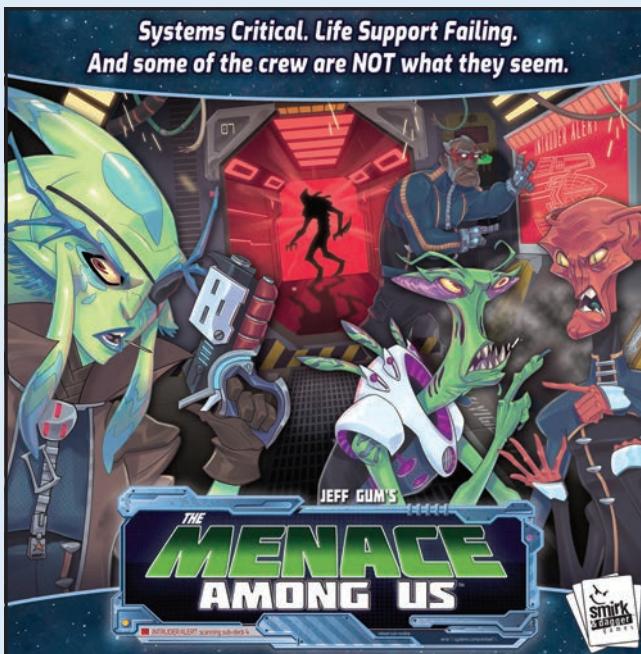


THE MENACE AMONG US
SND 0069.....\$39.99 | Available August 2019!

The *Menace Among Us*, coming this August from Smirk and Dagger Games, is a thrilling semi-cooperative game of intrigue and survival in deep space. You must work together to restore power before the air runs out... but hidden among you, as loyal crewmembers, are impostors who have infiltrated security and continue to sabotage the ship. Can you identify them in time and eliminate the threat?

The *Menace Among Us* is a game that was completely built (and rebuilt, and then built all over again) in development. If you were to hop in a time machine and take a trip back to when the game was in its larval stages, you'd find it completely unrecognizable from what it eventually became. My original goal was to make a game that felt like a horror movie. I wanted it to scare me. But as it turns out, that's not anything close to where it ended up!

In the earliest draft, the game was actually an RPG. The players were a salvage team responding to a distress signal from a derelict spaceship. The ship was to receive remote support and directives from an Artificial Intelligence at mission control (the game master). The challenges the players would face incentivized them to betray one another before the end of the session, as the AI plotted their demise. While the RPG did not move forward, a lot of the core ideas and themes would carry over when it was revived as a hidden role card game years later.



This new design was called "The Stars May Swallow Us." The core ideas of having a 'limited air supply' and 'allies who'll throw you under the bus for their own goals' endured, long after the rest had been placed in cold storage. In this version, players had a hand of seven reusable cards: four basic actions that every player could do (make repairs, attack another player, etc) and three specialty actions that were unique to their secret goal card. It was close, but having to reclaim your cards proved problematic.

So, we modified the hand management system, giving players multiple copies of each action that would be permanently discarded after use. At the same time, I got excited by the idea of creating custom, shuffle-built decks. We eventually settled on seven cards assigned by your character and then another thirteen cards based on your hidden role, for a 20-card deck that blended the two card sets. Plus, we added two abilities to each character that didn't need a card to activate. A huge side benefit

of all this was that we could come up with a whole bunch of unique characters and personalities, instead of just being faceless crew positions. The many combinations possible meant that the game felt different each time you played.

Another breakthrough was a revision to the voting mechanic. At one time, being suspected and voted as a Menace involved throwing players out of the airlock. But we wanted exposed Menace players to be a visible threat before they could be hunted down and eliminated. Our revised "soft" voting system forced those suspected of being villainous to lose their character abilities, instead of outright dying. It was tantamount to kicking them off the bridge and confining them below deck, where they could still play cards to press their agenda. We built in a harsh balancing mechanic to punish players for sealing the wrong crewmembers below in the secondary hull: a loss of three Oxygen. Air is so precious that votes are called late in the game and wonderfully dramatic. Even with this great tension, the atmosphere at the table was lighter than expected. What started as horror had transformed into black comedy and I decided to roll with it.

After a two-year crucible, it was ready. An industry friend recommended Curt Covert at Smirk & Dagger Games. That immediately jumped out at me as a fantastic match. "Jeff wowed us during the pitch," Curt said. "So many hidden traitor games rely on the meta game of how you behave vs how well you play the game mechanically. But this was meaty. It felt like *Battlestar Galactica* in roughly 45 minutes with cards. We were excited."

I had considered the game finished, but Curt would reach out to me regularly with new mechanics, content, and balance tweaks to improve the experience. "The changes were small, but important,"





Curt said. "We gave players more agency by allowing them to choose characters after they knew their hidden role, so they could select abilities and cards that could help them achieve those goals. The "Voting Pistol" prop was created after one session's overly long debate on whom to accuse. I thought it would be helpful to have a definitive way to end the discussion and propel the game forward. Plus, it has great table appeal."

Curt was also responsible for the addition of EmMA. This unreliable AI player tries to "help" by occasionally tossing in an extra card or two when the number of cards played is too low. "At one time, players could too easily choke down the number of cards played in an attempt to 'out' the Menace players. But because her system has been compromised, EmMA holds one of every awful card, providing plausible deniability and letting the traitors more easily hide their sabotage. It was the final piece that pushed the game into the stratosphere." I didn't even realize it until I sat down to write all this down, but EmMA kind of brings the whole process full circle: reintegrating the murderous

Sigmund Roth
Navigator

Sigmund can't figure out where they came from, but he knows they chose the most remote sector of space to disable the ship.

Though, he charted that course. Could he be...

THE MENACE AMONG US

Mission Control from the original pre-alpha!

"Jeff, BTW, is also an accomplished graphic artist," Curt said. "All the card layouts, the HUD, wound cards, all of it appeared in the prototype Jeff pitched us. It's colorful, bold and has a great sci-fi flair. I wanted the illustrations to be equally strong, so I tapped J Hause of GhostHause Studios, whose style reminded me of the animated films, *Titan A.E.* and *Treasure Planet*. His characterizations perfectly brought the light-hearted fun and deep space treachery of the game to life."

Designing *The Menace Among Us* has been a long, but incredibly fulfilling affair.

We stuffed a ton of content into this box and I'm proud of every bit of it!

•••

Jeff Gum is the game designer and graphic artist for *The Menace Among Us*. When he's not writing about himself in the third person or chugging away on freelance work, you can catch him on his business Twitter, @Tekkactus. His favorite novel is *Watership Down*.



ecos



FIRST CONTINENT

ECOS: THE FIRST CONTINENT

AEG 7062 \$59.99 | Available October 2019!

I am a big fan at looking back at historical, geological and biological events and wondering about what our world would look like if they had gone differently. Ecos was inspired by just such a question. Designer John Clair, was originally inspired by the break up of the super-continent of Pangaea, and for a while that was the working title of our game.

So, what if the formation of Earth had gone differently?

In *Ecos: First Continent*, players are the forces of nature that mold the planet, or at least one continent's worth, but are competing with each other to score the most victory points from the process.

The first thing that we realised when we played the game, is that if you are trying to create the grandeur of a continent, its habitats, landscapes, and fauna, then you have to have a game that creates a compelling visual image when it is on the table. That, from first to last, was the biggest challenge.

We looked at a number of different options (plastics, stands, and punchboards), but we came to what I believe is the most obvious conclusion. In a game about nature — albeit abstracted in many ways — the feel of the components should have at least some degree of "authenticity". For that reason we went with a combination of wooden tokens and cardboard hexes. We wanted the features created by the players to look and feel right.

Little details on this are important. The punchboard material used for the water tiles is thinner than that used for land tiles, meaning that the water sits very slightly below the land. There are two different types of mountain tokens, for no reason other than that it creates a better feeling of a range with different shapes when several are added to the board together. Finally, we wanted a tree "meeple" that was shaped like an iconic African tree, not a generic North American conifer.

Yes, we had decided on going with Africa, as the "first continent" for this game. If you want visually stunning, and charismatic fauna that almost anyone can relate to then there is nowhere better than Africa. The animals are represented by punchboard tokens but we wanted them to look fantastic, so it was an easy choice to enlist the help of Artist Sabrina Miramon, who has done amazing art for many games set in the natural world.

The Energy tokens, used to power the game mechanic, are also wooden pieces, crafted to look like stones with pictographs on them. Each pictograph loosely depicts some element, sun, rain, grass, soil, rock, leaves, and animals. 40 of these are placed in to a bag and drawn one at a time. Each player has a tableau of cards in front of them with a series spaces with the image of some of these pictographs. As the "stones" are drawn players can place energy cubes over a symbol on one of their cards that corresponds to the token drawn, and upon completion of all symbols they call out "Eco"



and activate the card. This may allow them to add to or rearrange the landscape, add animals, move them around or even have them predate each other.

The energy tokens do not appear in equal measure in the bag though, so players have to try and build a tableau of cards that can support each other and use the elements effectively. Whenever a player cannot (or chooses not to) use an energy token on a card they may use that energy to increase the number of cubes they have available to them for placement on their cards, to draw extra cards into hand, or to play a card from their hand into their tableau. The choices of when to do this lie at the heart of the game.

The real excitement builder in the game is the addition of two "wild" tokens into the bag. Whenever, one of those is drawn the bag is re-set. So no-one can precisely gauge the rate at which any given token will come out. The game end condition is triggered when one player has crossed the 80 victory point threshold, but does not end until a wild token is subsequently drawn from the bag, meaning that players that are lagging behind can often times get a great last run at points if they have set their tableau up and assigned their cubes correctly.

The cards players play with can be allocated in predefined sets, or by a draft method once players are experienced, giving the game very high replay variety.

Mountain ranges, jungle, rivers, seas, islands and savannah, each with their own fauna, all lie within the scope of the players' options, but each option will be more or less valuable based on which cards you have drafted or which set you have been allocated.

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ARKHAM HORROR

Beware the Night.

DEAD OF NIGHT EXPANSION

Return to the epicenter of horror in *Dead of Night*, a new expansion for *Arkham Horror*! In *Dead of Night*, investigators explore the facets of Arkham best left unseen in the light of day. Organized crime builds a strong foothold in the city, secret cults labor for a dark master, an alien moon hangs overhead, and unknowable horrors stalk the night. This expansion includes two all-new scenarios, new encounters for every

location in Arkham, new monsters and anomalies, and four new investigators to face these fresh horrors, armed with new spells, items, and allies.

Arkham Horror Third Edition: The Dead of Night
AHL04 | \$29.95



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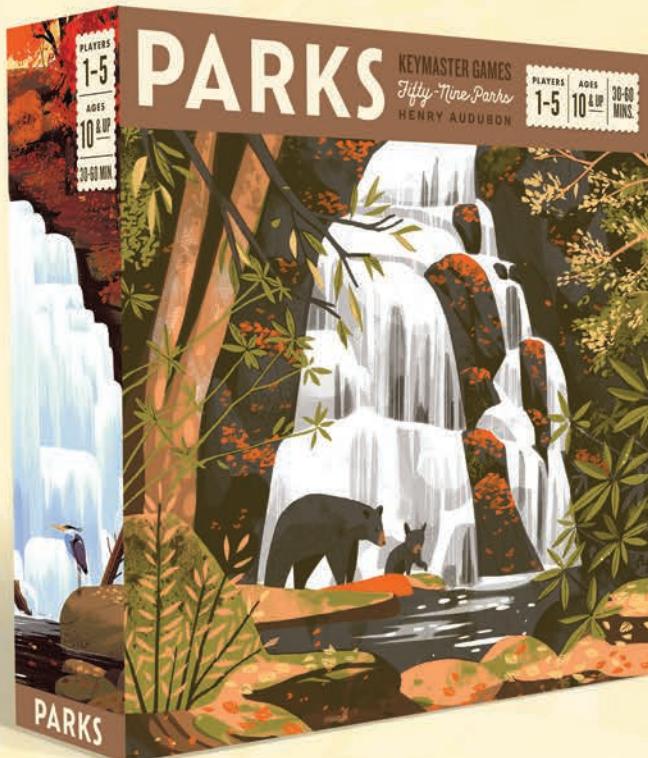
PARKS



PARKS

KYM 0501 \$49.00 | Available September 2019!

At its heart, PARKS is a game about hiking, although it took me a while to realize that. Like any good hike, designing PARKS was a journey that took me far from where I started. There were rainstorms and wrong turns, but also warm winds and discoveries, and a destination that made it all worthwhile.



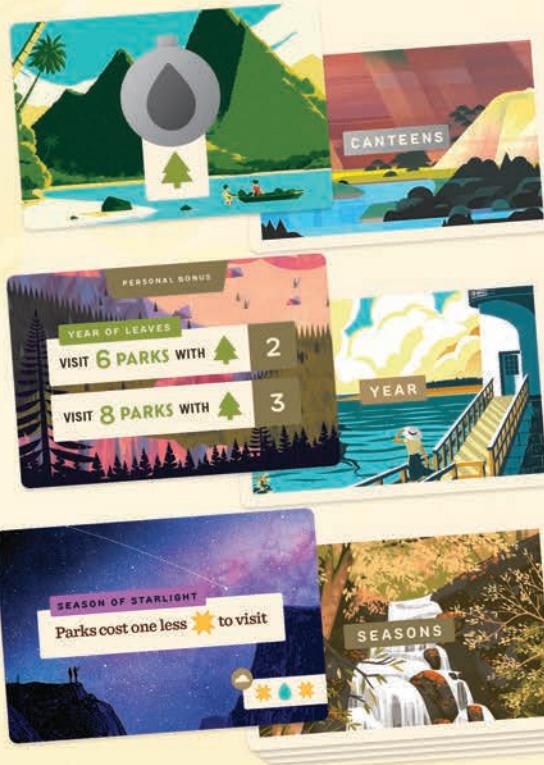
HOW IT STARTED

The story of PARKS started in early 2018. I had been working with Keymaster Games for just over a year. Every Friday afternoon I met with Mattox Schuler, the creative director for Keymaster Games, to discuss Space Park, my first published board game.

During one of our weekly meetings, Mattox let me know that Keymaster Games and Fifty-Nine Parks Print Series (59 Parks) were going to collaborate on a new game that would celebrate the national parks using art from 59 Parks' excellent catalogue of prints and posters. Mattox offered me an opportunity to design the game and there began the long and winding journey of designing PARKS.

The original plan was to make a pure card game. The game was meant to be small in scale and fit into a tuckbox. You could easily take it on a hike, or at least get a hint of the outdoors even if they were playing from the comfort of your home. The gameplay needed to convey the feeling of being immersed in nature, so it became clear early on that relying on a tried-and-true card game formula like trick-taking wasn't going to work. I needed to find something new.

As a designer, I had grown accustomed to working with tokens, dice, boards, and other common components, and now, left suddenly



without them, I had to face the fact that my usual tricks weren't working. Even something as simple as having players gain resources became a puzzle when there were no components dedicated to tracking them. But creativity is often born from limitation, so I pressed on for several months and designed many rough sketches for possible versions of the game. Some of them had potential, at least one of them absolutely bombed in playtesting, but ultimately none of them felt completely correct. I knew I hadn't found the game yet.

After Space Park launched at Gen Con 2018, we decided to expand the project beyond cards to include other components. This was the beginning of PARKS as a fully fledged strategy board game. This change allowed me to return to several ideas that I had previously put aside because they wouldn't work in a pure card game. Fortunately I had extensive notes from my entire design process, so retrieving discarded ideas was as simple as flipping through a sketchbook or opening a text file.





FINDING THE TRAIL

I tried to avoid designing a game that played like a road trip across an overworld map of the United States. The focus needed to be on time spent within the parks, not on the time spent travelling between them. Players should feel like their feet are on the ground and they can almost hear the birds. It was becoming obvious that PARKS needed to be a game about hiking.

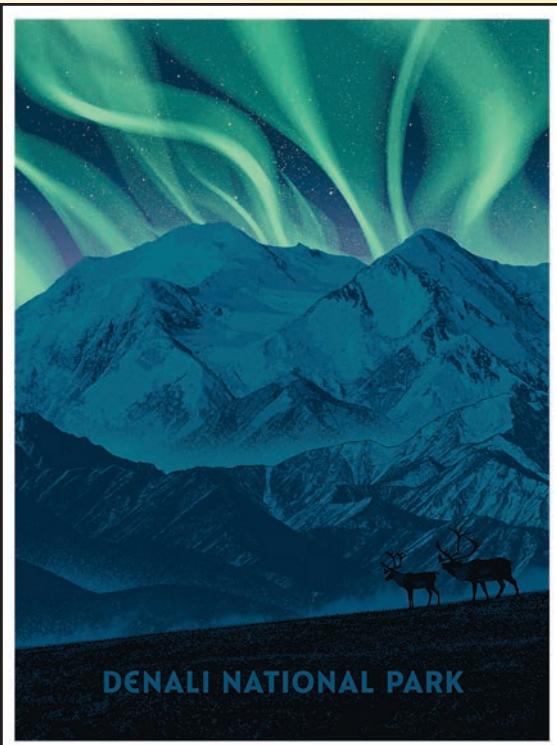
Hiking is a great starting point because it suggests a lot of associated concepts such as camping, photography, seasons, gear, weather, and more. Perhaps the most powerful of these concepts was the trail, which ended up being the defining feature of PARKS. Trails are mostly linear, so it makes sense to represent a trail as a sequence of action sites. Placing these action sites onto tiles allowed for the trail to be rearranged and expanded throughout the game.

The next task would be to find a way to express the pace and rhythm of hiking. If players simply take turns moving a hiker down the trail, then there is a risk that the movement of the hikers will be too steady and predictable, since each player will likely move their hiker a short distance so as to maximize their time on the trail. In reality, hikers don't always move at a steady pace. Sometimes they stop to snap a photo, while other times they are hurrying along trying to reach the next campsite before nightfall.

The solution was to give each player control of two hikers, but only allow one hiker to be moved each turn. When one hiker was moving, the other was resting. Sometimes one hiker gets way out in front while the other hangs back, and other times the hikers are moving in tandem down the trail. At long last, the game about hiking was beginning to *feel* like hiking.



Finally, the game was coming into focus. Players would control hikers that move from one end of the trail to the other. Everything became easier with this idea in place.



Now that the basic gameplay was determined, it was time to consider the long-term arc of the game. I wanted players to experience multiple trail configurations within a single play session, so there needed to be a breakpoint where the trail resets. It felt natural for seasons to serve this purpose. The game could play out over four seasons, with a new site being added to the trail with each passing season. We decided to forgo the normal seasonal progression of spring into summer and so on, and instead we created our own seasons such as the Season of Flowers and the Season of Reefs. This allowed us to have a deck of unique season cards that gets shuffled at the start of each game. Each season card displays a weather pattern of sunshine and rain that is applied to the current trail.

END OF THE SEASON

The final step in the design journey was to create a compelling solo play experience. I imagined that players were sharing the trail with park rangers that would occasionally disrupt the player's best laid plans. It was important to communicate that the rangers aren't villainous in any way, but rather they are just out on the trail doing their job and sometimes that might inadvertently interfere with the hikers. The rangers move in a mostly unpredictable manner and the season ends when the rangers reach the end of the trail. This creates uncertainty about how much time players have each season to complete their goals.

PARKS will first be available for purchase at Gen Con 2019 and will be available in retail in September 2019.

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DEAD MAN'S CABAL



DEAD MAN'S CABAL

PAN 201816 \$49.95 | Available Q3 2019!

Necromancers aren't noted for their interpersonal skills. Fortunately, you don't need to have friends when you can make them — rise from the dead, that is. In *Dead Man's Cabal*, each player takes the role of a necromancer hosting a blowout ball, with the objective of gathering the rowdiest, most legendary party-goers to attend.

Designed by Daniel Newman, with development by Jonathan Gilmour (*Dinosaur Island*, *Dead of Winter*), *Dead Man's Cabal* takes some highly strategic mechanisms and combines them with some absolutely sinister components and theming, while still being accessible. There's one thing that stands out as soon as you look at the box — skulls. That's by design, and actually one of the core motivations for the designer.

"Oddly, the design for *Dead Man's Cabal* started with a component. I'd seen someone on social media post a photo of tiny skull beads and immediately wanted to create a game using them," Daniel explains. "I'm drawn to the absurd as well as the macabre, especially in themes for games, and my first thought was that I could somehow use them in a game about necromancers having a tea party. The contrast of sorcerers raising the dead doing something so gentle made me chuckle."

So when you see a crowned skull, plastic skulls, a molded cow skull, and piles of plastic bones in your box, now you know why. But there's more to this tomb of terrors than the amazing plastic — the life of this party is the gameplay. Taking a page out of some legendary euro classics, the central focus of *Dead Man's Cabal* is the action selection, which uses those aforementioned radical skulls. Players start each turn by drawing a skull from the bag and placing a skull from their supply into the Ossuary,

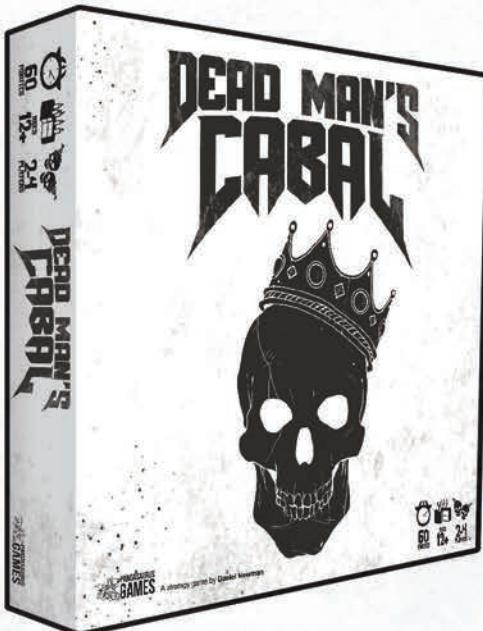
which slides another skull off the track and into their personal supply. One skull is then spent from that player's supply to make an action for the turn. Each skull is has one of four colors and associate them with a particular room in the necromantic castle.

Golden skulls access the Athenaeum, where bones can be spent to purchase more partygoers to create later. Red skulls open the door to the Sepulchre, where more skulls are available for purchase. The white skull provides the key to the Scriptorium, where runes are strewn about. These runes will provide bonuses when you bring guests back from the dead, as well as provide a mini-area control game for end game points. But above all, the black skulls are the true core of the dark arts. These sinful skeletal remains allow players to use the Sanctum. Here, necromancers place other skulls from their supplies in patterns to match the partygoers they want to raise from the dead. Match the skulls on the card, and those legends are resurrected, ready to rock the night away, and score points for the lucky host. Each guest scores points at the end of the game, so choose your guest list wisely — the player

with the highest score is the master of the dead!

While the host is preparing their pad, the other dark artists have the opportunity to scheme as well. Each turn, the Ossuary marker is moved to the color most represented in the middle column of skulls, and everyone other than the current active player gets their own action. That means that each turn, everyone gets to do something — there's hardly any downtime. With this small addition, a game of deep strategy can still fly by in around an hour.

So whether you're a gravedigger aspiring for a higher calling, an already established necromancer, or just someone who likes fun games with amazing components, *Dead Man's Cabal* is the game for you. Look for it in game stores this July, and keep an eye out for more awesomely fun Pandasaurus Games releases later this year!





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PZO2101

Caravan



CARAVAN

RGG 549 \$49.95 | Available Now!

It's time to return to the desert! 1300 AD, Western Africa — the desire for goods such as ivory in Europe drives the development of many trade routes, with caravans of camels delivering goods across the desert landscape. In *Caravan*, players position their camels to deliver goods where they are wanted.

But, beware! Your rivals are interested in the same goods and they are not above casting a greedy eye on your caravans...

Caravan is the latest game in Rio Grande Games' line-up of classic games. Designed by veteran designer Joe Huber, *Caravan* takes the players back to a simpler time before massive rulebooks and extended play times. The rules are only two pages and the game can be taught in about 5 minutes.

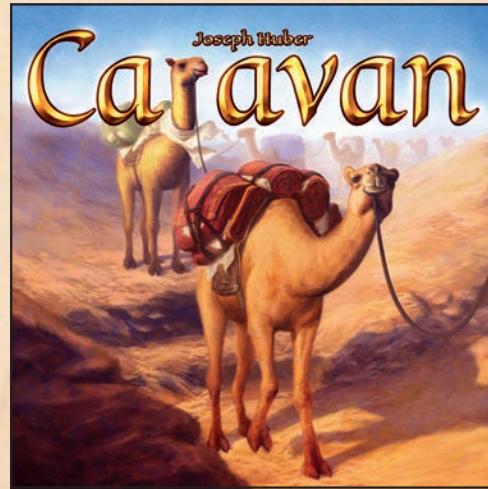


The game is modeled on the classic "pick-up and deliver" mechanic that have been in board games since the beginning of the hobby. The twist here is that the mode of transport (the camels) doesn't move but the goods themselves do!

The game board is an 7x7 grid with certain squares marked as destination spaces for the various goods. The good cubes are drawn randomly from a bag and placed on the board in specific locations. Some cubes are more common than others and are easier to deliver. Those goods are worth 3 points for each if delivered by a player during the game. The rarer goods are worth 6 points each.

In order to deliver a good, players must make a chain of orthogonally adjacent camels that extends across the board. A camel that shares a space with a good can pick it up. But, beware! Once a camel has picked up a good, it can never be dropped unless it is delivered to the appropriate space on the board. A camel that has a cube on it can never be moved! The cube itself is moved along the chain of camels to its destination. Cubes can be moved part of the way but when the cube stops on a camel, that camel can't be moved again until the cube is moved off its back.

If a cube sits undisturbed for too long, additional incentive is provided for the players to pick up the forgotten goods in the form of "demand markers." These markers are placed on the board at periodic intervals and each demand marker is worth one point regardless if the cube is delivered or not. These points can make up a considerable portion of a player's final score if they are aggressively seeking out these opportunities.



All of these elements combine to make the turns simple and fast but challenging. Players must keep an eye on their opponents because it's possible to steal a valuable good right from your camels back! Each player starts the game with a single theft marker. These markers allow the player to steal one good from another player anytime during the game. To steal a good, the player must have a camel in the same space as another player's camel. If the player chooses to steal the good, they give up their theft marker. The only way to get it back is to have someone else steal a cube from them.

Designer Joe Huber wanted to go back to a time when games were both approachable and fun. "I first grew to love German games in the mid-1990s when the focus was on simple rules with depth of play, and that's very much what I've tried to create with *Caravan*" said Huber. "The goal of the design was to create a satisfying experience that could be learned quickly and played in under 45 minutes even with 4 players."

The game is produced to invoke the feel of a classic title. The board is large and easy to navigate. The stars of the show are the wooden camel figures which are cleverly designed to carry the goods cubes on their backs or hide them between the camel's legs. The game looks great on the table!

So, go back to the desert once again and give *Caravan* a try! Available now at your FLGS.



ELEMENT

SILVER



The award winning and fan favorite Element returns better than ever with the included Silver expansion. Take your Element game to the next level by adding silver stones to the mix representing a fifth element of Lightning, Wood, or Metal. Each version requires unique strategies and tactics to achieve victory and each can be played two to four players. Be sure to add this new classic to your library.



Well Played!

AUGUST, 2019

RatherDashingGames.com





Blood & Plunder

28 MM HISTORICAL MINIATURES GAME

Set during The Golden Age of Piracy

Blood & Plunder is a 28mm miniature war-game set in the New World during the 17th century. Featuring an innovative initiative system and simple and intuitive rules. This fast paced, highly tactical ruleset can be played on your average kitchen table in about 2 hours and is sure to appeal to both casual and competitive players.

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Blood & Plunder



NATIVE WARRIORS

By Chris Tuñez



It is well known that many of the dominant Native American nations were populated by fiercely warlike people. Despite their martial prowess, the weapon of choice among Amerindian tribes - the bow and arrow - was surprisingly benign in terms of lethality. The arrows of the Natives were inferior even to European arrows, being tipped generally with obscure items such as stones, seashells, or stingray barbs. It is for this reason that close combat was the usual course when decisive action was necessary for the tribes. The preferred melee weapon varied between tribes and individuals. The Cuna seemed to have favored the lance, while many Kalinago wielded European swords that they obtained through trade or plunder. But, the most common hand weapon was the war club.

The *Blood & Plunder* Native Warriors are modeled with a specific type of war club that was common through the Caribbean. These clubs were made to be long and very heavy, with wedged edges that had a devastating effect when applied appropriately to a human skull. The power and weight of the war clubs are reflected in the stock rules for the Warrior unit, but they can be modified to capture many other fighting styles. They are swift units that can emerge suddenly upon an enemy with great force and fade away just as quickly. Although the Native Warriors can be somewhat vulnerable if caught in a prolonged melee, not many will survive an ambush from these fierce fighters.



DRAFTOSAURUS

bauza

DRAFTOSAURUS

LUM ANK200.....\$24.99 | Available Now!

So, the first day I saw *Draftosaurus* at the office, I said, "Okay, sure."

I had just sat down in my boss' office, where the small box sat on the table. It was another dino game, albeit a very cute one. I turn the box towards me, saying "So this is it?"

"It's awesome," my boss says. I must have made a face, because he just tilted his chin up, motioning to the box. "Look at the names."

I read the names. Antoine Bauza. Corentin Lebrat. Ludovic Maublanc. Théo Rivière. It was the Travelling Willburys of French game designers, a super team of super successful individual designers. Team Kaedama, they call themselves.

I must have made another face, this time more impressed, because my boss smiles and repeats, "It's awesome." He pushes the game towards me. "Read the rules, we're gonna play in thirty minutes. Bring the rest of the team."

I grab the cute little box and I pop it open. I see a bag of colorful dinosaur-shaped meeples spilling out, shaking around in the box on top of little player boards that look like theme parks. I stop in the doorway of my boss' office and turn around. "Ooooooooooooooh," I say, like I've just been let in on some big secret. My boss just nods.

I read the rules. It takes all of five minutes because the rules are:

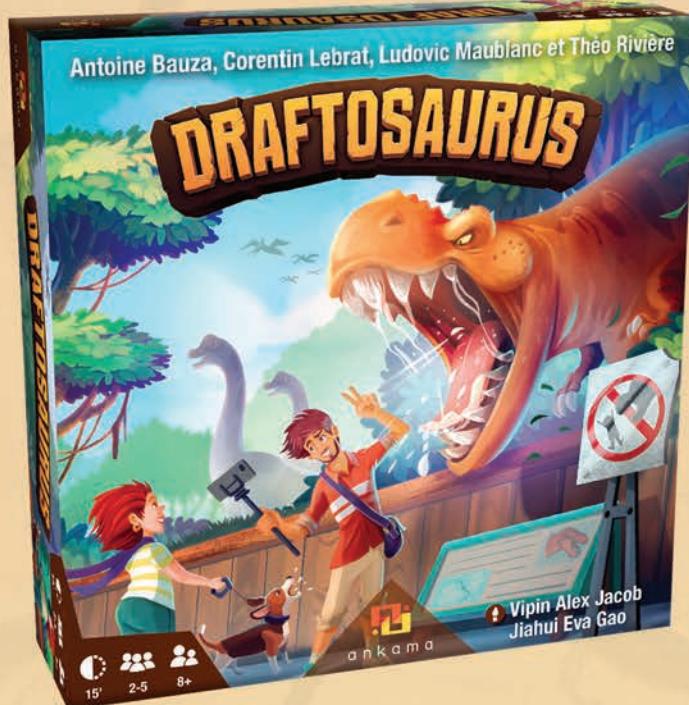
- 1) Grab six dinos from the bag.
- 2) Roll the die.
- 3) Select a dino from your hand.
- 4) Place your dino in a pen corresponding to the die you just rolled.
- 5) Pass the rest of your dinos to the player on your left.



I mean, yeah, okay, I think I've got that.

So, we play. The boss had played before, and I'd just read the rules, but no one else knows what to expect. I teach the aforementioned rules, going into specific detail about how the different pens score and how the different die faces restrict dino placement from turn to turn. Caught up in the first teach, I don't mention the last part. The passing of the dinos part. The DRAFTO part of *Draftosaurus*. We all place our first dino and then, just before the next person picks up the die, I sheepishly raise my hand to interrupt.

"So, I forgot a tiny rule here." Silence at the table. The boss smirks. "Now that we've all placed a dino in this draaaaafting game," I



say with added emphasis, hoping people will intuit the rule I didn't mention explicitly, "we're going to pass our remaining dinos...to the player on our left."

A beat goes by. Then, a collective "Ooohhhhhhhh!" with a couple of "That changes things!"

I felt a little silly at first, but then I observed that moment where everyone (who all admitted that they had heard me say drafting at the beginning of the game but hadn't quite understood the implication) collectively **got it**. The bold is intentional, because it's that moment while playing a new game that you see what the trick of it is. What makes it unique. What makes it fun. When you finally **get it**.

The boss knew all along. Then I knew it. Then the rest of the team. *Draftosaurus* is just plain fun. And I've taught the game a lot more since then. Like, a whole lot more. Hundreds of times, to all kinds of folks. Interestingly, I haven't gotten tired of it. Maybe it's because I still teach it like I taught that first game, "accidentally" forgetting the part about passing to your left until we get there. I love that reveal. I love when the eyes of everyone at the table, regardless of age or identity marker, widen just a little as they get it. 'Cause that's when the folks I'm playing with really fall into the game.

When they really **get** *Draftosaurus*.

Draftosaurus is a 15-min game for 2-5 players with an SRP of \$24.99 USD. It is currently available through your friendly local game store (FLGS).

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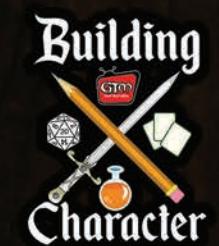
Team Kaedama was founded in 2018 by four accomplished design professionals: Antoine Bauza, Corentin Lebrat, Ludovic Maublanc, and Théo Rivière. With numerous award-winning games to their names, they have pooled their creative resources to best offer their unique design services to publishers and other game-focused companies.



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FRI. @ 2PM



FRI. @ 4PM



A GUIDED TOUR OF THE EDGE

ATLAS GAMES PREVIEW THE EDGE

OVER THE EDGE WELCOME TO THE ISLAND ADVENTURE ANTHOLOGY

ATG 2152 \$29.95 | Available October 2019!

The Edge — the Weirdest City in the World! — is a city that has it all! You will never forget your time in this vibrant cosmopolitan hub on the western side of the island of Al Amarja.

In the **Arms District**, make time to visit the Plaza of Arms and contemplate the oversize statue of a victorious australopith, holding up a stone as if he's just bashed someone's head in. His victim, with a bashed-in head and identical face, is at his feet. *Cain and Abel* is a reminder of the rich artistic traditions of the district.

As the sun sets on your first day, make a point of dining at the Golden Goose Café in the **Broken Wings District**. There is no better way to view the sunset than to know that you're literally on top of the world! (Please make sure to ride the Fore car on the Metro. Riders in a Rear car will be forced to exit into the lower level of Broken Wings and will not be allowed into the upper level.)



Once dinner is done, head over to Sad Mary's Bar and Girl in the **Flowers District**. This bar-slash-arena draws clientele from all over the Edge, all over the Island, and all over the world. (You've probably seen the t-shirts!) Whether you're there for the postmodern poetry slams or the vicious bodyslams of the

Girl Fights, it's sure to get your blood boiling! If you're looking for an extra thrill, make sure to come on Amateur Night!

Caution!

The Al Amarjan Tourist Taskforce strongly recommends that newcomers to the Island avoid the **Four Points District**. Local security is handled by the Dog-Faces, and their trained baboons sometimes react poorly to outsiders.



Fun Island Fact! A baboon's jaw muscles are so strong that they can bite through your wrist in a single snap!

If the friendly Customs & Inspections agent you met with during your interview instructed you to have your travel papers authorized at the Bureau of Weights and Exchanges, please make sure to visit their offices in the **District of Gold** no later than the end of your second day!

Once you've taken care of that necessary paperwork out of the way, why not go for a little a thrill by visiting the **Great Men District**? Marked by burned-out buildings and brain-fried denizens, Great Men is home to Lucifer's Glorious Lords of Passion, an alternative metal band which serves as the local government with a rule of terror, ecstasy, and music. You may not think satanic metal is your scene, but your life really isn't complete until you've experienced your first Screaming Wave: The quiet is shattered by the Glorious Lords playing a blaring chord on an electric guitar and yelling at the top of their lungs. Those who hear it take up the yell, and it spreads across the district. Anyone with an ear (or telepathic receptor) trained to pick up human feelings can hear all sorts of things in



the ruckus: pain, frustration, anger, grief, panic, submission, exultation, daring, vitality, and desire.

In the afternoon, change the pace by visiting Paradise Tea and Smoke in the **Justice District**. The glass-domed building is filled with exotic plants which have been genetically engineered, psychically groomed, and astrally energized. Each table has a unique arrangement of paranormal plants around it, and each entrée or drink has a finely calibrated effect. The combined effect can be romantic, personal, bonding, elevating, intellectually stimulating, disorienting, or spiritually ineffable.

Don't head to bed yet!

The Vivisection Cinema in the **District of Science**, located on the edge of the D'Aubainne University campus, plays only the most avant-garde, esoteric, and transgressive films. If the double header of *Mr. Hurt* and *Cannibal Cup* leaves you hungry for more, come back at midnight on Friday for the *Midnight Ecstasy*.



Feeling overwhelmed by the Edge? Newbies like yourself often find it comforting to spend time in the **Sunken District**, where business interests work together to keep things "perfectly normal" and Uncle's Security keeps things safe and sound for your peace of mind. (Trust in Uncle! His smile is safety!) Spend an afternoon shopping in the shops of the Sunken Plaza and grab your favorite brew from one of the autonomous coffee drones!

Join Us @ Passover!

Party like the Angel of Death has just passed you by and killed the firstborn of your enemies! It's Mardi Gras without the guilt of Lent! Celebrated in the spring on Al Amarja, the Passover festival features the usual: bunnies, lambs, eggs, flowers, babies, breasts, dawn, hope, candy, and child's play. Some animals are adored, but others are sacrificed. The egg-boxing tournament is a major crowd-pleaser. For some reason, clowns have started appearing regularly in Passover celebrations. Please use appropriate caution.

If you'd like to schedule your own vacation to the Weirdest City in the World, please contact the Al Amarjan Tourism Taskforce. Over the Edge 3rd Edition, our deeply informative travel planner, was released earlier this year, and the very special *Welcome to the Island*, a collection of five packaged excursions for the discerning GM (Globetrotting Maven) is coming in October 2019.

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STARTROPOLIS

STARTROPOLIS

PTG STRP \$59.99 | Available Q3 2019!

Startropolis is a fast-paced, family friendly, easy to learn modular 3-D space station board game for anyone who loves outer space and building things. In a nutshell, each turn, players purchase modules and connect them to the existing space station, which creates revenue, allowing them to purchase more modules. The player with the most credits at the end of the game wins.

Startropolis was initially designed by Tony Mastrangeli, Graphic Design Manager at Petersen Games and his co-designer Jeff Petersen. In this article, Tony describes how the game went from concept to final product and some of the technical issues they had to overcome.



AUCTION MECHANICS

When I joined Jeff to help bring *Startropolis* to life, he already had it in a pretty good spot. Jeff and I have worked together for years on various projects and he has always been a great idea man.

However, as fun as *Startropolis* was, we both knew it wasn't ready yet. One of the main issues I noticed revolved around its auction mechanic. Auctions in board games can be a really tricky thing to right. With *Startropolis*, I saw a couple of issues. The first was that auctions rarely work well with only 2 players.

That meant that *Startropolis* really need 3+ players to shine. Not ideal. The other issue with auction games is knowing how to value what you are bidding on. Experienced players had a massive advantage in knowing how to value the modules they've played with in the past. This created a runaway leader problem as the rich got richer. Again, less than stellar.

BUILD TRACK

After many playtest sessions trying to fix this, we decided it was time to move in a new direction. The auction mechanic went into the bin and was replaced with a construction track.

To say that the game was immediately improved would be an understatement. Players no longer had to gauge the value of something before experiencing it, and in addition, were giving almost twice as many choices for purchase on their turn. This gave players many more options to tailor their strategies.

GAME BALANCE

With the game's underlying mechanics solved, Jeff and I turned our attention to refining and balancing the modules in the game. *Startropolis* features six different types of modules (not counting the core module), so we had to make sure they all could shine in their own way. It wouldn't do us much good if one module was obviously better than the others. This could lead down a path of the game becoming "solved" where there is a clear path to victory.

So, we took a step back and examined each module in turn. What made it special? Was it boring in anyway? Did it clearly feel inferior or better than another module? With an economic game like *Startropolis*, balance is key.

Since each module type is unique, we had to make sure the modules powers were balanced both against its cost as well as its earning potential. This again, required not only many playtest sessions, but also lots of spreadsheets as we tried to wrap our heads around all the different ways the numbers could interact with each other.

It's amazing how many iterations a game goes through before you are ready to call it "finished". *Startropolis* at one point was an auction game, then a semi-cooperative game, and one iteration even ended up with the entire space station exploding at the end of the game via an event deck.

Jeff and I found many, many bad ways to make *Startropolis*, but thankfully, we eventually landed on a great way to make the game—what it is today! After countless hours of development, tons of constructive feedback and criticisms from our playtesters, and some great ideas from the people at Petersen Games, we are really excited where *Startropolis* ended up. We can't wait to see it come to our gaming tables!

•••

Tony has been an avid gamer since he was introduced to Hero Quest early on in his childhood. He eventually expanded out into games like Battle Masters, Risk, and Dungeons & Dragons. After getting his BFA in college, he got back into board gaming just as eurogames such as Catan and Carcassonne were hitting the USA. About seven years ago, he thought it would be fun to try reviewing games and started the written review site, *Board Game Quest*. Over 800 articles later, his love for tabletop gaming hasn't diminished one bit.

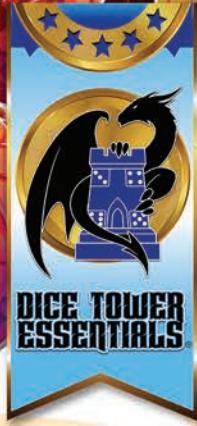


DRAGONSCALES

SNEAK. STEAL. SLAY.
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SRP: \$59.99 | SKU: AWG DTE08DS



UNEARTH™ THE LOST TRIBE™



UNEARTH: THE LOST TRIBE EXPANSION

BGM 019 \$19.95 | Available August 2019!

Unearth hit game stores in August of 2017. The game quickly found an appreciative fanbase, and soon they were asking for more.

In designing *Unearth*'s forthcoming expansion, *The Lost Tribe*, we sat down with Brotherwise Games, our publisher, and took a long look at what fans of the original game were asking for. Designing to players' requests is always tricky, as one player's improvement might ruin the game for another. But three common requests emerged from our player data: players uniformly wanted more gamers at the table; they wanted enhancements that would bring more depth to the standard game; and a sizeable minority wanted better developed solo play. With that charter in mind, we decided to create a 3-in-1 expansion that would pack as much game play enhancement as possible into one box.

ADDING A 5TH PLAYER

As it turns out, people really want to play *Unearth* with more than 4 players! *The Lost Tribe* accommodates this, and includes a new dice set for the 5th player. But expanding the game to 5 players needed more than just dice. A new Ruin type, the Ravine, was added to make sure that everyone had the opportunity to gain enough Ruins and for the game to go long enough so that more Wonders could be built in the 5-player game.

A side effect of adding new Ruins for the 5th player is that players now have the option of a longer 4 player game. This allows for more Wonders to be built in 4 player games and strengthens Wonder building as a path to victory.

WONDERS, STONES AND THAT PESKY NUMBER 4

The Lost Tribe brings all new Wonders and new End of Age cards to bring new play to the base game.

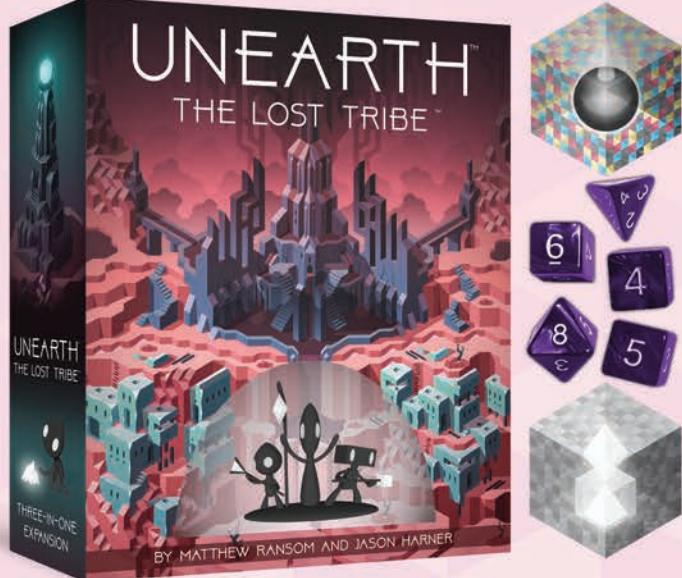
More significantly, it introduces an entirely new type of Stone to standard play: the Colorless Stones. Colorless Stones don't fit into the standard four colors of *Unearth* Stones, instead, they each offer a unique power.

The Phantom is a wild card Stone, serving as any color in your tableau, but costing you one point at end of game in payment.

The Memory Stone allows the player an extra way to gain Delver cards, drawing two whenever a Memory Stone is acquired.

The Warp Stone allows a one-time ability to swap two Stones in your tableau. This enhances the spatial puzzle of the tableau, adding a new level of flexibility and planning to players' strategies.

Lastly, *The Lost Tribe* introduces a whole new type of card to play born out of players' frustration with the number 4 of all things. You see, part of the base game that everyone seems to like is that whether



you roll high or low on the dice, you get something useful in terms of gameplay. This mitigates the sometimes polarizing nature of dice games. If you roll a six sided die, on a 1, 2, or 3, you get to collect a Stone. If you roll a 5 or 6, you have a good chance to claim a Ruin.

But what happens if you roll a 4? It is neither high nor low and doesn't net you an immediate reward. We felt like the game was begging for something that would make 4's more interesting.

This gave birth to the Response cards; special Delver cards that can only be played after a "4" has been rolled. Unlike normal Delver cards, Response cards can be played on OTHER players' turns.

This revamps the way Delver Cards are used, and also engages all players when it's not their turn. They are also played AFTER the die has been rolled, so you don't have to commit to them until the condition you want has been met. This allows for some sneaky (and exciting) plays not possible in the base game.



GOING IT ALONE

Finally, a number of players asked for a Solo mode. Solo mode is a score attack style game in which players face off against the Delvers' ancient nemesis, the Darkness. There is a ton of replayability here: players can vary the parameters of the solo game with different scenarios and can play a mini-campaign game where Wonders from a previous game are kept and start the next game already in play.

We are really excited for players to experience *Unearth: The Lost Tribe*. We have packed a ton of content into a small package with something for every fan of *Unearth* to enjoy.

Happy Delving!

...



GAMES

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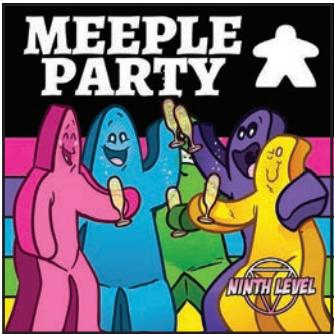
ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #236

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 236 \$3.99

9TH LEVEL GAMES



MEEPLE PARTY

Meeple Party is a co-operative board game of puzzle-solving strategy and party throwing insanity for 1-5 people! You and your roommates are throwing a house party, in a completely modular house. Take turns welcoming and mingling meeple guests to create photo worthy situations. Each time you snap a photo, you are one step closer to winning! Let's get this party started! Scheduled to ship in September 2019.

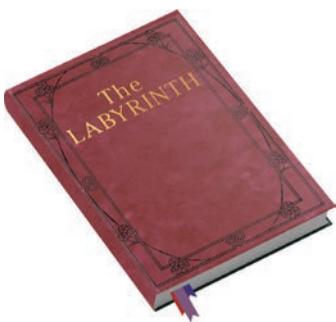
9LG 2700..... \$39.99

THRIVE

In *Thrive*, you play as one of two lotus flowers, competing to control the pond. Be the first to capture all but one of your opponents seed pods and win this game of tactical decision making! Scheduled to ship in October 2019.

AAG 1401 \$35.00

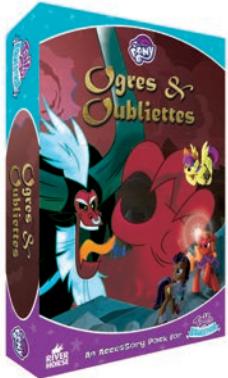
ALC STUDIO



JIM HENSON'S LABYRINTH: THE ADVENTURE GAME

Jim Henson's Labyrinth - The Adventure Game contains everything you need to enter the magical world of *Jim Henson's Labyrinth*. This beautiful collectors item contains a full epic adventure which can be played both by expert roleplayers using their favourite RPG rules system, and by fans of the *Labyrinth* who are not roleplayers, using the streamlined rules system included in the book! Scheduled to ship in October 2019.

ALC RHLAB005..... \$45.00



MY LITTLE PONY: TAILS OF EQUESTRIA RPG - OGRES & OUBLIETTES

Ogres & Oubliettes is an expansion to *Tails of Equestria*, enhancing your experience with tactile standees to help you tell your stories! Scheduled to ship in October 2019.

ALC RHTOE015 \$30.00

ADAM'S APPLE GAMES



ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

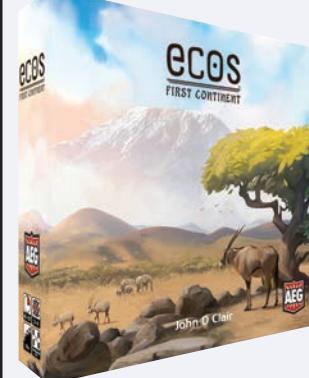


CAT LADY: PREMIUM EDITION

Players are cat ladies - part of an elite group of people including Marie Antoinette and Ernest Hemingway. During the game, you and your fellow cat ladies will draft cards three at a time, collecting toys, food, catnip, costumes, and of course lovable cats. But watch out! Make sure you have enough food for all of your feline friends or your hungry cats will subtract points from your score. This premium edition of *Cat Lady* includes the previously released game that was featured in AEG's Big Game Night 2017.

AEG 7066..... \$29.99

SPOTLIGHT ON

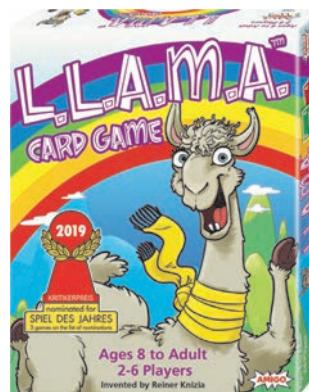


ECOS: THE FIRST CONTINENT

In *Ecos: First Continent*, players are forces of nature molding the planet, but with competing visions of its grandeur. You have the chance to create a part of the world, similar but different to the one we know. Which landscapes, habitats, and species thrive will be up to you. Mountain ranges, jungle, rivers, seas, islands and savannah, each with their own fauna, all lie within the scope of the players options.

AEG 7062..... \$59.99

AMIGO GAMES



LLAMA CARD GAME

Can you beat the Llama? Try to get rid of all your cards, so you don't take any markers, but if you can't, you have a real dilemma! Should you pick another card or quit? Maybe you can play that card later, but if not, you've just hurt your score. The player with the fewest markers wins in this game with the name that says it all: Don't Let Llamas And Markers Accumulate! Scheduled to ship in September 2019.

AGI 19420..... \$9.99

ARCANE TINMEN

DRAGON SHIELDS: (100) ART SLEEVES CLASSIC

Scheduled to ship in October 2019.

KING ATHROMARK III - COAT OF ARMS

ATM 12027 \$12.49



KING MOTHER VANGUARD - COAT OF ARMS

ATM 12028 \$12.49



QUEEN ATHROMARK - COAT OF ARMS

ATM 12025 \$12.49

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**DRAGON SHIELDS: (100) MATTE ART**

Scheduled to ship in October 2019.

KING ATHROMARK III PORTRAIT

ATM 12035.....

\$12.49

**KING MOTHER VANGUARD PORTRAIT**

ATM 12036.....

\$12.49

ATM 12033.....\$12.49

**SWORD & SORCERY:
SKELD HERO PACK**

Add a new, powerful character to your Sword & Sorcery campaign with this Hero Pack! Among the many races that live close to the Talon Coast, none can match the spiritual strength, resilience, and stubbornness of a dwarf. Out of all his brothers, Skeld became a legend thanks to his savage spirit, always ready to face the hardest battles, heedless of the dangers. Skeld can be played as either a Slayer or a Berserker. This Hero Pack features two miniatures of Skeld (normal and Ghost Soul form), his Soul Gem, and new cards including three new items, the sharp Tomahawk, the mighty Golden Axe and the legendary Furioso. Scheduled to ship in June 2019.

AGS GRPR115\$12.90

**SWORD & SORCERY:
VOLKOR HERO PACK**

Add a powerful character to your Sword & Sorcery campaign with this Hero Pack! Volkor is a Drakonian guard that was struck by a mystical energy flux from a dying archmage. The wild arcane power tore the guard's mind and body free from Vastaryous' domination and set him on a new path. Volkor can be played as either a Dragonheart or a Dragonflame. This Hero Pack features two miniatures of Volkor (normal and Ghost Soul form), his Soul Gem, and new cards including two legendary treasures, the deadly Bone Blade and the life-saving Phoenix Down. Scheduled to ship in June 2019.

AGS GRPR107\$12.90

**ARCHITECTURA**

The most eminent architects came to erect a magnificent city with the most elaborate buildings and monuments imaginable. Each architect strives to make the most significant contribution to the city, but their ambitions inevitably lead to fierce competition. Architectura is a highly interactive, easy to learn, card game, for 2 to 4 players, that plays in 30-45 minutes. Scheduled to ship in September 2019.

AWG AW05AR\$19.99

**DRAGONSCALES**

You are a formidable villain, and a hoard of treasure beyond imagining waits to be claimed! Will your loose alliance be enough, or will the great dragon's rage consume you all? Scheduled to ship in September 2019.

AWG DTE08DS\$59.99

**WINGS OF GLORY:
TRIPODS & TRIPLANES
MKI LOCUST TRIPOD PACK**

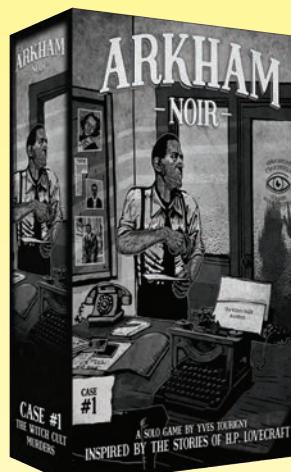
Scheduled to ship in July 2019.

AGS WGF801A\$21.90

**ARES GAMES****SPOTLIGHT ON****MONSTERS VS HEROES: VOLUME 2 -
CTHULHU MYTHOS**

Meet the main characters of Lovecraft's masterpieces 'The Mask of Innsmouth' and 'At the Mountains of Madness.' Fight with Robert Olmstead or Zadok Allen, or the dreadful Deep One, or with William Dyer and Danforth, or the creatures that haunt Antarctica. During the game, you can play a card from your hand or draw a new card from the deck. Each card represents a character with special skills you can use in your favor. Monsters vs Heroes: Volume 2: Cthulhu Mythos is a fast and fun card game for 2 to 8 players. Scheduled to ship in June 2019.

AGS ARCG007\$16.90

ASMODEE EDITIONS**FEATURED ITEM****ARKHAM NOIR: CASE #1 - THE WITCH CULT MURDERS**

As private investigator Howard Lovecraft, you will investigate events based on the stories *The Dreams in the Witch House* (1933), *The Thing on the Doorstep* (1933) and *The Unnamable* (1923). Scheduled to ship in September 2019.

ASM LDNV02\$19.99



FEATURED ITEM



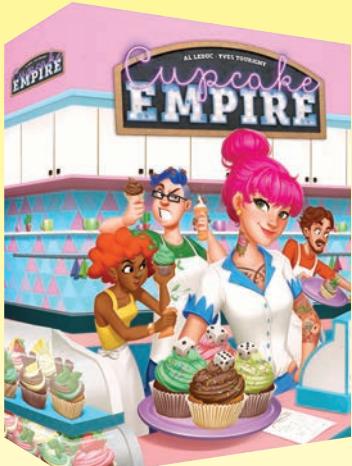
CAPTAIN SONAR: OPERATION DRAGON EXPANSION

The *Operation Dragon* campaign takes you on an exciting adventure to discover unexplored seas.

ASM CPT05 \$19.99



FEATURED ITEM



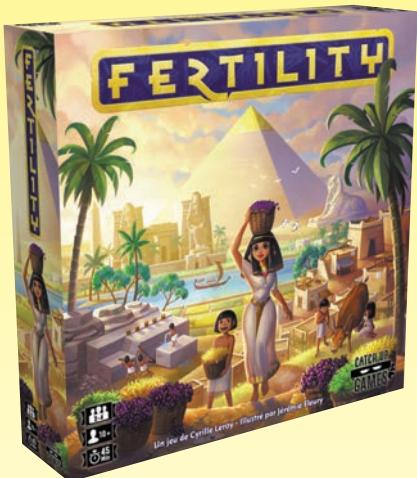
CUPCAKE EMPIRE

Create new recipes, open new stores, serve your customers, hire new workers, all by selecting the right actions and correctly placing your workers (dice) at the opportune moment. Scheduled to ship in September 2019.

ASM LDNV03 \$49.99



FEATURED ITEM



FERTILITY

You manage a Metropolis in Ancient Egypt. Exploit the riches of the Valley of the Nile, build new districts and supply your shops. Scheduled to ship in September 2019.

ASM CAT016 \$49.99

ARCHITECTURA

Strive in fierce competition to make the most significant contribution to the city's construction!

2-4

14+

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COMING THIS SEPTEMBER

SRP: \$19.99

SKU: AWG AW05AR

UPC: 853211 004608



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GAMES

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FEATURED ITEM

**GOBBIT**

The gameplay relies on the food chain (with prey and predator cards). In order to attack, players have to slap their opponents cards and simultaneously defend their own to survive. Scheduled to ship in September 2019. ASM OLDG01 \$17.99

FEATURED ITEM

**NINJA SQUAD**

In this fast-paced game of sneaky moves and rooftop risks, the Ninja must team up to reach the Shogun's Palace. But when their mission is complete, it's every Ninja for themselves as they race to escape the city before dawn. Scheduled to ship in September 2019.

ASM BSG182 \$39.99

FEATURED ITEM

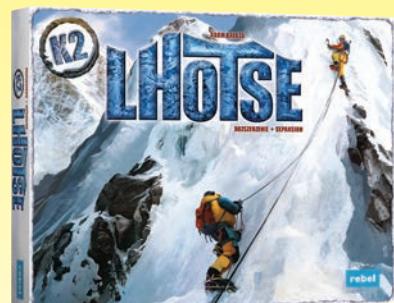
K2: BROAD PEAK EXPANSION

K2: Broad Peak is an expansion for the mountain-climbing game *K2* that includes a double-sided game board, tokens and new rules. The game board features the twelfth-highest mountain in the world, formerly known as 'K3' and now typically called 'Broad Peak' due to the length of its summit.

ASM KTW02 \$24.99



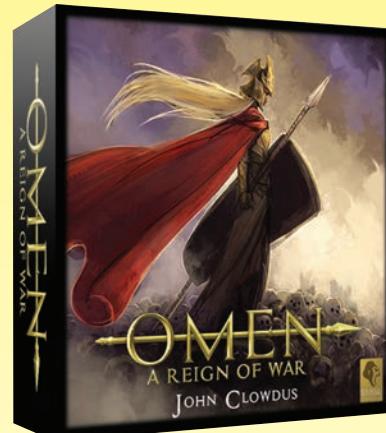
FEATURED ITEM

**K2: LHOTSE EXPANSION**

K2: Lhotse is an expansion of *K2* in which the players task is to lead the team of two climbers as close as possible to the summit.

ASM KTW03 \$24.99

FEATURED ITEM

**OMEN: A REIGN OF WAR**

Omen: A Reign of War is a two-player card game by Small Box Games and features two distinct game modes: standard and draft.

ASM OMB01 \$29.99

FEATURED ITEM

**KING SIZE**

A fast and fun party game for adults over 18. Scheduled to ship in September 2019.

ASM KS01EN \$14.99

FEATURED ITEM

**STREET MASTERS**

Street Masters is a 1-4 player cooperative miniatures board game inspired by classic beat em up & fighting video games. Scheduled to ship in September 2019.

ASM STRM01 \$99.99



ATLAS GAMES

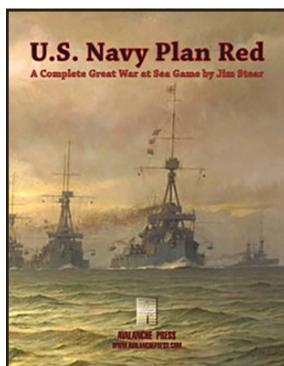
OVER THE EDGE: WELCOME TO THE ISLAND ADVENTURE ANTHOLOGY

The weirdest island in the world just got weirder! *Welcome to the Island*, an Al Amarjan adventure anthology for *Over The Edge*, brings five new scenarios to the reimagined world of *Over The Edge* 3rd Edition. Launch brand new stories, add intriguing complications to your existing arcs, or create exciting one-shots that explode across your gaming table. Escape a labyrinthine airport. Take a road trip with an ominous twist. Explore the place you only think you remember in *Welcome to the Island*.

ATG 2152 \$29.95

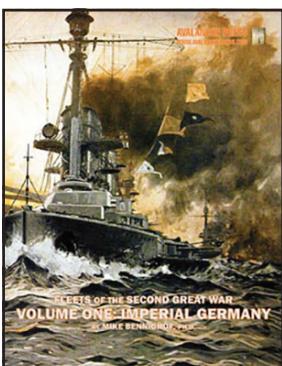


AVALANCHE PRESS

**GREAT WAR AT SEA:
U.S. NAVY PLAN RED**

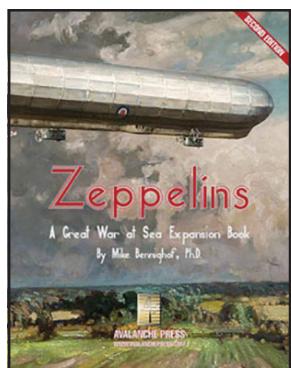
Rivalry between the U.S. and Great Britain didn't end with the War of 1812. Some naval officers from each country saw the other as a potential future threat, while others dreamed of close alliance between the English-speaking powers. When the United States formalized its war plans in the early 20th Century, potential foes were coded by color. Japan became Orange, Germany was Black, and Britain was noted as Red. *U.S. Navy Plan Red* is a *Great War at Sea* series game based on these plans. The action takes place on the Eastern Seaboard, with a map stretching from Norfolk to Newfoundland.

APL 0711 \$29.99

**SECOND GREAT WAR AT SEA:
FLEETS OF THE SECOND
GREAT WAR - VOLUME 1
IMPERIAL GERMANY**

In our Second Great War alternative-history setting Wilson succeeds, sparing both those lives and those empires. Our *Second Great War at Sea* expansion sets (as well as a complete game) bring this story to our *Second World War at Sea* game series. New ships, new aircraft and even new fleets see action in the *Second Great War* it's a battleship war, also featuring airships and biplanes. Since the series debuted, hard-core fans have wanted to know more about those ships, planes and fleets.

APL 0895 \$24.99

**GREAT WAR AT SEA:
ZEPPELINS 2ND EDITION**

For a brief period, Ferdinand Graf Zeppelin's giant gas-filled airships ruled the world's skies. Though conceived as passenger craft, during the First World War rigid and semi-rigid airships performed long-range scouting and bombing missions. *Zeppelins* includes die-cut-and-mounted playing pieces: special, oversized 2 3/4-inch by 1-and-1/3-inch beauties depicting famous airships of Germany, Great Britain, the United States, Italy, Austria-Hungary and France.

APL 0810 \$29.99

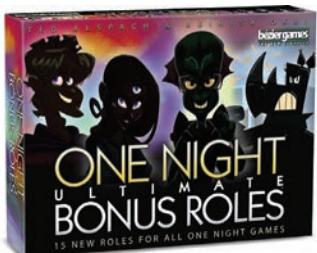
BANDAI

**GODZILLA CARD GAME**

Introducing the universal Chrono Clash System, a unique turn mechanic, which allows a completely new style of strategic, resource-driven gameplay! The Chrono Clash Gauge allows players to play their big threats on turn 1! Scheduled to ship in September 2019.

BAN 2482205 \$49.99

BEZIER GAMES

**ONE NIGHT ULTIMATE
BONUS ROLES**

With *One Night Bonus Roles*, your *One Night* games will take on new life as you experience all manner of ways to bluff your way to victory. From the helpful (to the Werewolves) Squire to the invulnerable Prince, these roles keep games fresh and unpredictable. You can even increase the size of your games up to 12 players! These roles are compatible with all *One Night* games. Scheduled to ship in September 2019.

BEZ ONBR \$24.95

**SILVER**

Your village is overrun with werewolves. Tourism is the lifeblood of your usually quiet New England burg, so you'll need to eliminate them quickly. Your neighboring villages are doing the same, however, so now it's a race to see which village can get rid of werewolves the fastest. *Silver* is a fast, engaging card game that you can learn in minutes. Use your residents' special abilities and activate your secret weapon... *Silver*. When you think you have reduced the werewolf population more than your neighbors, call for a vote; the player with the fewest werewolves wins! Scheduled to ship in September 2019.

BEZ SLVA \$24.95

**SUBURBIA: COLLECTOR'S EDITION**

Suburbia Collectors Edition is a revamped version of the classic game *Suburbia* by Bezier Games. *Suburbia* fans old and new will fall in love with the updated three-dimensional artwork, city-specific recessed borough boards, oversized tiles, and giant tile tower. This beautiful collectors edition features several amazing Game Trayz organizers and includes all existing expansions as well as a brand new one: *Nightlife*, which has buildings and locations that are more active in the evening hours.

This strategic tile-laying game has players use hex-shaped building tiles to create their own unique city. Scheduled to ship in October 2019.

BEZ SUCE \$149.95

BIG KID GAMES

**MONTANA HERITAGE EDITION**

Halfway through the 19th century the first permanent settlements appear in Montana. After this many fortune seekers travel to this region with their caravans in search of work and building a better future for themselves. And there is an abundance of work, in the mountains precious metals are to be found and on the fields a lot of manpower is required. Meanwhile the number of settlements is growing and the demand for goods is rising. Recruit the right workers, deliver goods on time, and choose your settlements tactically. Only then you will have the biggest chance of winning the game. Scheduled to ship in September 2019.

BIK 1002 \$59.99

BLACK FOREST STUDIO

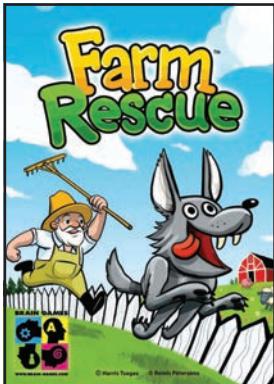
**CRAVE**

Crave is a dynamic new card game, featuring modern-day fantasy creatures in an epic battle of vampires versus vampire hunters. Scheduled to ship in October 2019.

BFS 2020 \$25.00



BRAIN GAMES

**FARM RESCUE**

Farm Rescue is a co-operative game that provides an interesting twist on the classic memory game because players turn the cards face up and down! Find a match based on what's rolled on the dice, and the farmer advances on the wolf; fail to do so, and the wolf moves down the road. Trying to save the farm animals has never been so fun. Scheduled to ship in September 2019.

BGP 5571 \$24.99

**SNOWMAN DICE**

In *Snowman Dice*, players simultaneously roll dice to build a snowman. It is not as easy as it sounds, though, as the snowman really wants to go to the North Pole. Once a player has built their snowman, they have to push it to the North Pole token in the middle of the table. But again, getting to the North Pole in the middle isn't easy as other players can roll a snowball on their dice, then try to use it to knock over their opponent's snowman making a run for home... Scheduled to ship in September 2019.

BGP 5588 \$14.99

**PIGASUS**

Pigasus is a quick reaction game in which you have to find a pair of cards that are a mix of the same animal, but in different combinations. Have the quickest eye and try to collect the most pairs, all the while trying not to laugh too hard at the weird animals. Scheduled to ship in September 2019.

BGP 5564 \$14.99

**TEAM 3**

TEAM3 is a cooperative game for 36 players. There are two different sets of *TEAM3*. *PINK* and *GREEN*. Each comes with its own set of blueprints and a mini expansion. Scheduled to ship in September 2019.

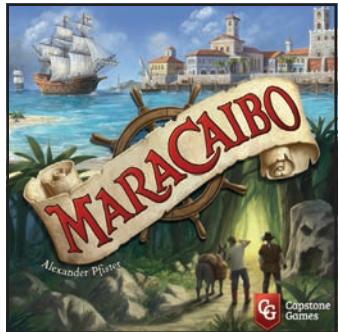
GREEN

BGP 5557 \$19.99

PINK

BGP 5717 \$19.99

CAPSTONE GAMES

**MARACAIBO**

Maracaibo, the new strategy game for 1-4 players by Alexander Pfister, is set in the Caribbean during the 17th century. The players try to increase their influence in three nations in four rounds with a play time of 40 minutes per player. The players sail on a round course through the Caribbean, where you have city tiles where you are able to perform various actions or deliver goods to. Scheduled to ship in November 2019.

CSG MCBO101 \$69.99

CHEAPASS GAMES

TINKERTURF SCI-FI TERRAIN

Scheduled to ship in July 2019.

**CONTAINERS - ABANDONED**

GTG TT18148 \$24.99

**MAGLEV DEPOT - ABANDONED**

GTG TT18179 \$49.99

**CONTAINERS - NEUTRAL**

GTG TT18155 \$24.99

**MAGLEV DEPOT - NEUTRAL**

GTG TT18186 \$49.99

**ELEVATIONS - ABANDONED**

GTG TT18063 \$34.99

**MAGLEV RAIL & CAR - ABANDONED**

GTG TT18209 \$36.99

**ELEVATIONS - NEUTRAL**

GTG TT18070 \$34.99

**MAGLEV RAIL & CAR - NEUTRAL**

GTG TT18216 \$36.99

**LADDERS & CATWALKS - ABANDONED**

GTG TT18025 \$24.99

**SCATTER COVER - ABANDONED**

GTG TT18100 \$32.99

**LADDERS & CATWALKS - NEUTRAL**

GTG TT18032 \$24.99

**SCATTER COVER - NEUTRAL**

GTG TT18117 \$32.99

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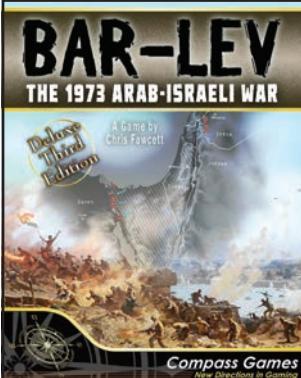
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GAMES

COMPASS GAMES

**BAR-LEV: THE 1973 ARAB-ISRAELI WAR, DELUXE EDITION**

Bar-Lev: The 1973 Arab-Israeli War, Deluxe Edition, represents an updated game treatment of the GDW release originally published in 1977, faithfully remastered and updated with this all-new, deluxe edition. Either of the two fronts (the Golan Heights and the Suez Canal) may be gamed separately, or both can be linked to simulate the course of the entire war. Scheduled to ship in June 2019.

CPS 1085 \$119.00

**ARIADNA IRMANDINHOS (BOARDING SHOTGUN)**

CVB 281107-0779 \$14.49

**COMBINED ARMY SPECULO KILLER (BOARDING SHOTGUN)**

CVB 280695-0780 \$13.49

CORVUS BELLi

ARISTEIA!

Scheduled to ship in August 2019.

**LAXMEE LAIBON SHAMAN**

CVB CBARI34 \$23.99

RECKLESS HEARTS

CVB CBARI35 \$21.99

THE CORREGIDOR PRAESIDIO ARENA

CVB CBARI33 \$23.99

INFINITY**ALEPH ARJUNA UNIT**

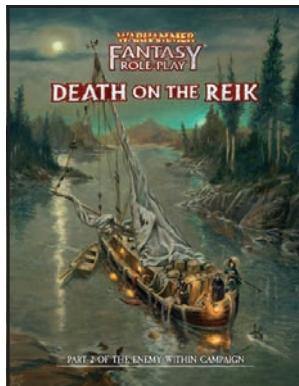
CVB 280865-0782 \$40.99

CUBICLE 7

WARHAMMER FANTASY RPG: ENEMY WITHIN CAMPAIGN DIRECTOR'S CUT - VOL. 2: DEATH ON THE REIK

Welcome to Part 2 of the revised and updated Director's Cut of the *Enemy Within*, one of the most highly regarded roleplaying campaigns ever written! *Death on the Reik* carries on from where *Enemy in Shadows* left off, taking your brave heroes on a grand adventure up and down the remarkable, Reik, the largest river in the Old World. Scheduled to ship in October 2019.

CB7 2410 \$39.99

**WARHAMMER FANTASY RPG: ENEMY WITHIN - VOL. 2: DEATH ON THE REIK**

The *Death on the Reik Companion* is the second of our 5-part series of companion volumes to the *Enemy Within* campaign. It is packed with supplementary material to not only expand *Death on the Reik* but also support any WFRP games set on the rivers of the Empire. Scheduled to ship in October 2019.

CB7 2411 \$34.99



DAILY MAGIC GAMES

**THIEVES DEN: FORTUNE FAVORS THE BOLD**

This expansion to *Thieves Den* introduces five Fortune Dice and the Festival locations where the thieves can test their luck as they roll for treasures to sell. Also includes 10 new location cards, 6 new Power tiles, new custom wooden score tokens, 7 unique player power cards. Scheduled to ship in September 2019.

DMG THD010 \$25.00

NA2 KRIEGEL AGENTS (SUBMACHINE GUN)

CVB 280739-0783 \$13.49

**NOMADS FAST OFFENSIVE UNIT ZONDNAUTICA**

CVB 281502-0781 \$40.99

DECISION GAMES

**MODERN WAR #44: DESERT ONE WAR**

Desert One War is an operational level two player game covering US and allied intervention in the Persian Gulf during the 1970s and 1980s. The game has several scenarios. Two scenarios cover a US invasion of Iran in the aftermath of the Iranian Hostage Crisis of 1979-81. A third scenario covers an Oil War situation, where the US leads a NATO effort to seize Persian Gulf oilfields in response to an oil embargo. Scheduled to ship in September 2019.

DCG MW44 \$39.99

SPOTLIGHT ON

CORVUS BELLi INFINITY

OPERATION WILDFIRE

Scheduled to ship in August 2019.

CVB 280026-0784 \$131.99

DESERT FOX DELUXE (BOXED GAME)

Desert Fox Deluxe covers the campaign from the Italian invasion of Egypt in 1940 to the final clearance of Africa in 1943. One player commands the Axis forces, the other the Allies. The Axis seeks to maintain a presence in North Africa while the Allies fight to eliminate it. Six maps cover the battlefields from Algiers to Alexandria at 10 miles to the hex. Each turn represents one month of real time. Combat units are regiments or brigades, with some divisions and specialist battalions. Scheduled to ship in September 2019.

DCG 3037 \$89.00



WORLD AT WAR #68:

FRANCE 1940

France 1940 is a two player game that allows players to examine the strategic possibilities inherent in the campaign that occurred within France and the Low Countries in that year. A second scenario allows for an alternative history examination of the opportunity the French had in September 1939 if they had kept their promise to launch a major offensive into Germany within a week after that nation invaded Poland. Scheduled to ship in August 2019.

DCG WAW-68 \$39.99



DR. FINN'S GAMES



THE LITTLE FLOWER SHOP

You're working for the little flower shop in the heart of the village. To attract customers, you'll need to arrange the most beautiful display of flowers in the shop's window. *The Little Flower Shop* is a light, yet strategic, set collection game featuring stunning artwork by a botanical artist. Mechanically, the game employs a familiar card drafting system of picking a card and passing the rest. At the game's end, players score points for the best display of flowers in their windows. Scheduled to ship in September 2019.

DFG 002 \$30.00

FANTASY FLIGHT GAMES



FEATURED ITEM

ARKHAM HORROR: 3RD EDITION - DEAD OF NIGHT EXPANSION

This expansion includes two all-new scenarios, new encounters for every location in Arkham, new monsters and anomalies, and four new investigators to face these fresh horrors, armed with new spells, items, and allies. Scheduled to ship in September 2019.

FFG AHB04 \$29.95



FEATURED ITEM

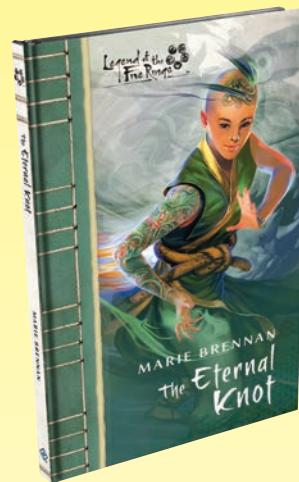
A GAME OF THRONES LCG: 2ND EDITION - LONG MAY HE REIGN CHAPTER PACK

Your journey to the capital of the Seven Kingdoms brings you to the stand in the shadow of the Iron Throne itself with *Long May He Reign*, the sixth and final Chapter Pack in the *Kings Landing* cycle for *A Game of Thrones: The Card Game!* Scheduled to ship in September 2019.

FFG GT51 \$14.95



FEATURED ITEM



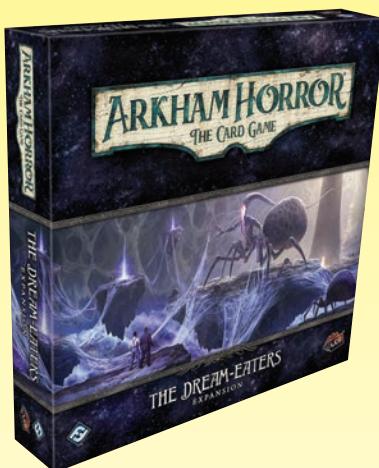
LEGEND OF THE FIVE RINGS: THE ETERNAL KNOT HARDCOVER

Discover the path of the Dragon in *The Eternal Knot* by Marie Brennan, a new novella set in the world of *Legend of the Five Rings!* Scheduled to ship in September 2019.

FFG L5N04 \$14.95



FEATURED ITEM



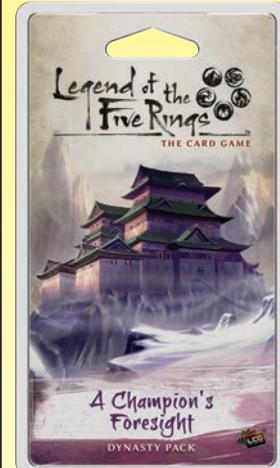
ARKHAM HORROR LCG: THE DREAM-EATERS EXPANSION

In this expansion, one to four players take on the roles of either a group of investigators venturing into the Dreamlands or their companions who have been left in the waking world. Scheduled to ship in September 2019.

FFG AHC37 \$29.95



FEATURED ITEM



LEGEND OF THE FIVE RINGS LCG: A CHAMPION'S FORESIGHT DYNASTY PACK

Discover the secrets of the Dragon in *A Champion's Foresight*, the fifth Dynasty Pack in the Inheritance cycle for *Legend of the Five Rings: The Card Game!* Scheduled to ship in September 2019.

FFG L5C23 \$14.95

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FEATURED ITEM



STAR WARS IMPERIAL ASSAULT: RAID MAP - MALASTARIAN OUTPOST

Keep your Star Wars: Imperial Assault raids clean and organized with the Malastarian Outpost Raid Map for use with the Legends of the Alliance app! Scheduled to ship in September 2019.

FFG SWI63 PI

FLYING FROG PRODUCTIONS

A TOUCH OF EVIL 10TH ANNIVERSARY

LIMITED EDITION

2018 is the 10th Anniversary of A Touch of Evil, and to celebrate we are releasing a limited Deluxe Edition of the original game! This boxed set includes plastic pieces for many of the markers, plastic terrain features for the 4 Corner Locations the Heroes explore, and in addition to the original cast of Heroes and supernatural Villains, it includes a sinister new EPIC Villain version of the Spectral Horseman, complete with a plastic Villain figure, expanded Minions, and a new deck of Horseman-themed cards to unleash upon the Heroes! With a deluxe-size, numbered collector's box designed to hold all of your A Touch of Evil expansions, and a brand new Rulebook, collecting 10 years of gothic horror, this set will be a must have for all ATOE fans! Limited Single Print Run Only! Scheduled to ship in October 2019.

FFP 0207 \$99.95



GALE FORCE NINE

DUNGEONS & DRAGONS: BALDUR'S GATE - DESCENT INTO AVERNUS COLLECTOR'S SERIES MINIATURES

Scheduled to ship in September 2019.



LUCILLE
GF9 71094 \$75.00



MAD MAGGIE
GF9 71090 \$10.00



LULU AND SLOBBERCHOPS
GF9 71093 \$10.00



SYLVIRA SAVIKAS
GF9 71092 \$10.00



THAVIUS KREEG

GF9 71091 \$10.00



ZARIEL

GF9 71095 \$25.00



DUNGEONS & DRAGONS RPG: BALDUR'S GATE - DESCENT INTO AVERNUS DM SCREEN

The perfect companion for Dungeon Masters running the Baldur's Gate - Descent into Avernus adventure, the front of this screen features colorful artwork from Baldur's Gate, while the interior provides the DM with essential maps and tables. Scheduled to ship in September 2019.

GF9 73712 \$14.99

GLOBAL GAMES

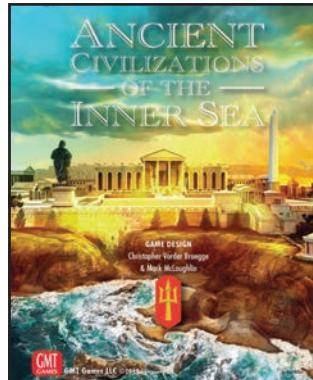


LOVE FORMULA

Love Formula is a card drafting game for 2 to 4 players in which you attempt to create the perfect date for your favorite couples, while sabotaging the efforts of your opponents to do the same! Players earn victory points by preparing a uniquely suited date for their couple, but they can lose points when catastrophe strikes! The player with the most victory points wins! Scheduled to ship in January 2020.

GGD JPG700 PI

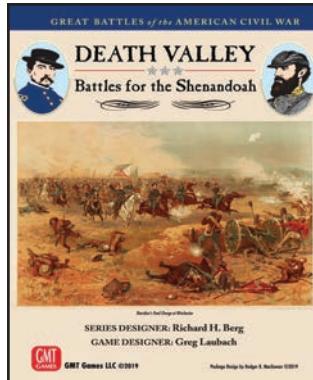
GMT GAMES



ANCIENT CIVILIZATIONS OF THE INNER SEA

Ancient Civilizations of the Inner Sea is not just one game but many games. From one to six players will take the role of one, two, or even three of these civilizations as they compete across up to four epochs on land and sea, seeking to survive a host of potential natural disasters while making their indelible mark on history through conquest and the building of cities and great Wonders: thereby becoming the dominant power of their age. Scheduled to ship in July 2019.

GMT 1911 \$85.00



DEATH VALLEY: BATTLES FOR THE SHENANDOAH

Death Valley: Battles for the Shenandoah is the seventh installment of our Great Battles of the American Civil War series. Eight full battles are included. Largely dormant for several years, the series is going forward in fine style with designer Greg Laubach and developer Bill Byrne. Scheduled to ship in July 2019.

GMT 1909 \$89.00

STAR WARS™ X-WING™



WAVE V



SWZ49 | \$49.95



SWZ52 | \$19.95

SWZ48 | \$19.95

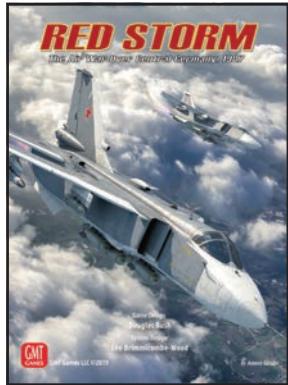


SWZ51 | \$29.95

SWZ47 | \$19.95

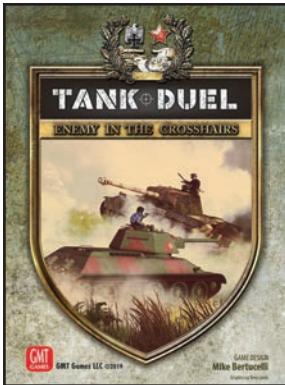
Scramble your fighters and hone new strategies with the fifth wave of expansions for Star Wars™: X-Wing! Whether you plan on nimbly manipulating the ships around you with an experimental tractor array or carry an arsenal of heavy ordnance, the ships you find in this wave unlock deep new options for your squadrons. Choose your pilots, outfit your ships, and launch into new Star Wars: X-Wing battles!



**RED STORM: OPERATIONAL AIR WAR OVER CENTRAL GERMANY, 1987**

The second sequel to the Charles S. Roberts Award-Winning game *Downtown*, *Red Storm* is a standalone game that utilizes the *Downtown* game system to depict a hypothetical air war in May/June 1987 over the central portion of the NATO-Warsaw Pact front in central Germany. Scheduled to ship in August 2019.

GTM 1912 \$79.00

**TANK DUEL: ENEMY IN THE CROSSHAIRS**

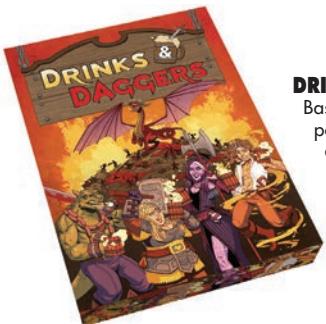
Tank Duel: Enemy in the Crosshairs is a card-based game for 1 to 8 players that depicts tank-to-tank warfare on the Eastern Front during the Second World War utilizing a simple Action system to keep the action moving at a rapid pace. Scheduled to ship in August 2019.

GTM 1906 \$78.00

GREATER THAN GAMES**CHARTY PARTY**

It brings the joy of other word and phrase association games while focusing on being clever rather than vulgar. Gameplay is simple: for each round, one player is selected to be the judge and flips over a chart card (with topics ranging from drunkenness to anxiety level). Everyone else anonymously plays their funniest orange card to name the Y-axis of the chart. The judge presents each chart and card combo and picks a winner based on which ones they found the funniest. Scheduled to ship in August 2019.

GTM CP-CORE \$25.00

**DRINKS & DAGGERS**

Based on Drunks & Dragons, the hit roleplaying podcast, *Drinks & Daggers* is a co-operative drinking game where you and your friends must use your unique skillsets to protect the world from fearsome enemies.

GTM DRKSDAG-BASE \$39.99

**MEDIUM: SECOND SITE**

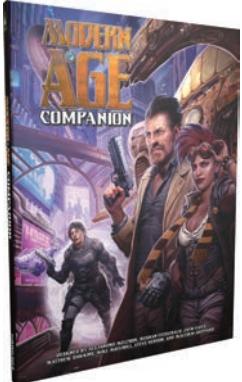
Scheduled to ship in August 2019.

GTM MEDM-SITE \$9.95

SCYTHE: MODULAR BOARD

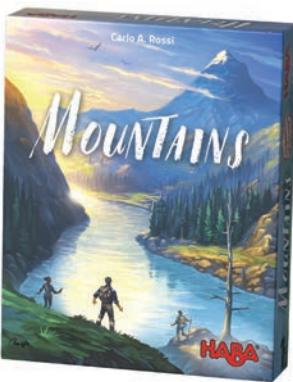
The *Scythe* Modular Board adds a new level of variability to *Scythe*, with the map and the faction locations changing every time you play. The modular board adds a drafting element to setup, along with a variant for a tighter map at low player counts.

GTM STM638 \$25.00

**GREEN RONIN PUBLISHING****MODERN AGE RPG: COMPANION**

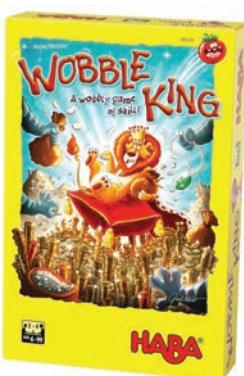
Marital arts duels. Superpowers. Gadgets. Conspiracies. The *Modern AGE* Companion adds new rules for these elements and more, giving you the tools to customize the *Modern AGE* Roleplaying Game to fit countless campaigns. Explore new backgrounds, professions, talents and other options to customize character creation for your campaign. Build your own stunts to suit different genres and environments. Master systems for everything from fighting styles to horror. New rules for extraordinary powers, technologies, and organizations, genre inspirations and campaign design tailor the game for players and Game Masters. Make *Modern AGE* your own!

GRR 6304 \$32.95

HABA USA**MOUNTAINS**

Hiking season has begun, so it's off to the next summit! But which hikes will the players dare to undertake? Do they have the right equipment for the hike selected? If not, the swap negotiations begin! A good memory, some luck, and a favor or two from fellow hikers will help players collect the most stamps in their summit book!

HAB 305040 \$29.99

**WOBBLE KING**

King Leo dozes off now and then, although he should really be keeping an eye on his valuable silver treasure! This is the chance that the players have been waiting for! They slip into the role of daring thieves and try to retrieve the silver from underneath the game board, using a wooden stick. Then they must carefully place the nuggets on top of the game board. A really wobbly affair that requires skill and a steady hand. And of course, they must not get caught by King Leo.

HAB 305105 \$14.99

HEELTURN GAMES**RADIANT: OFFLINE BATTLE ARENA CORE SET**

Draft your team, challenge your friends, become a champion! *RadianT: Offline Battle Arena* is a strategic card game for 2-players featuring a vibrant cast of gods and heroes. With fast paced gameplay, a dynamic drafting mechanic and beautiful original artwork, ROBA offers a rewarding challenge for gamers of all experience levels inspired by the thrills of E-Sports competition. Scheduled to ship in August 2019.

HTG 001 \$32.99

MEDIUM

Scheduled to ship in August 2019.

GTM MEDM-CORE \$19.95



GAMES

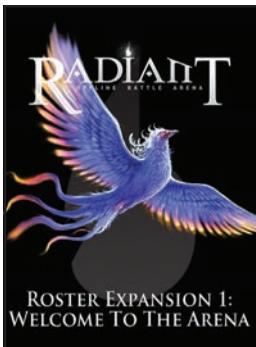
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RADIANT: ROSTER EXPANSION 1 -

WELCOME TO THE ARENA

This roster expansion contains three brand new heroes for Radiant: Offline Battle Arena. Enhance your game with a new teams, new strategies and a deeper, more challenging draft. Crush your enemies with Viggo the Disciple of Wrath, shield yourself behind the immovable Yokozuna Ichiro or call down the stars with Eos, the Herald of Rebirth. Scheduled to ship in August 2019.

HTG 002 \$13.99



HIT POINT SALES

OFFERED AGAIN



O/A IN TENTS: THE CAMPING CARD GAME

The family friendly camping game where you collect key cards while avoiding the Wrath of Mother Nature! Players will try to match cards by passing cards and playing off of cards in the middle. The game is played over a series of rounds. Players with the most matching cards of one color or of one illustration will win the round.

DPH IT42 \$7.99

IN TENTS

THE CAMPING CARD GAME



HOUSEDOK PRODUCTIONS

METAHUMANS RISING RPG

Create heroes with customizable arrays and flexible powers based on keywords, or pick from over 25 sample powers from absorption to water control, with hard light constructs and invulnerability in between. Never feel limited to just what's on the sheet as heroes push themselves beyond their limits with Willpower, a measure of one's determination that grows as misfortunes mount and heroes struggle with their own motivations. Find out about villainous organizations like Chimera, a genetic cult seeking to force start the next stage in human evolution, and the Bureau of Metahuman Affairs, a secretive arm of the US government tracking Metahuman activity worldwide. Scheduled to ship in August 2019.

HDP 2001 \$35.00



THE FAMILY-FRIENDLY
CAMPING GAME!

COLLECT SCORING CARDS WHILE
AVOIDING THE WRATH OF
MOTHER NATURE!

EASY TO TEACH AND LEARN.

3-8 players
15 minutes
Ages 8+

HARD PLASTIC
WATERPROOF CASE!



C&C
Games Etc.

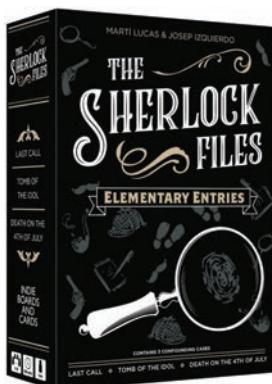
DPH
GAMES
INC.

CHECK IT OUT AT GENCON
BOOTH # 1035

SHERLOCK FILES: ELEMENTARY ENTRIES

The Sherlock Files includes three confounding cases for you to solve. First, you will need to discover the cause of a fatal heart attack aboard Flight TJ1309. Next, you will dig up a cold case from 1923 - The violent and unexpected death of a famous explorer and archaeologist. Last, unravel the story behind the mysterious body that put a damper on one family's 4th of July party. Decipher clues to determine which are relevant to the case and which are not. Share the clues you deem relevant with your detective partners. Work together to solve each case to find out! Scheduled to ship in August 2019.

IBC SFE01 \$24.99



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MUNCHKIN TEENAGE MUTANT NINJA TURTLES DELUXE

Munchkin Teenage Mutant Ninja Turtles Deluxe blends the humor and gameplay of *Munchkin* with the enemies and "team-up" themes of the iconic *Teenage Mutant Ninja Turtles* comics.

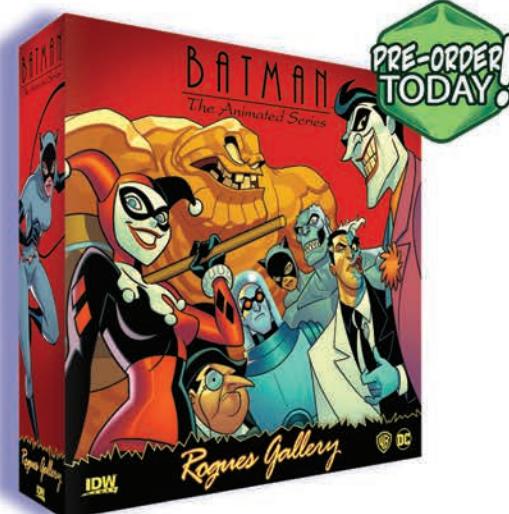
- Officially licensed game based on the fan favorite comic book series and *Munchkin* card game!
- A must-play for any *Munchkin* fan, *Munchkin Teenage Mutant Ninja Turtles Deluxe* puts a radical spin on the classic *Munchkin* rules.
- Includes a mounted level tracker and 6 standees featuring artwork by *Teenage Mutant Ninja Turtles* co-creator Kevin Eastman!



IDW 01575.....\$29.95

AVAILABLE NOW!

DESIGNER: STEVE JACKSON GAMES AND JON COHN
ARTIST: KEVIN EASTMAN AND TADD GALUSHA



BATMAN THE ANIMATED SERIES: ROGUES GALLERY

Choose your favorite villain, then go on crime sprees, steal powerful upgrades, recruit nefarious accomplices, and race to complete your master plan and be the first to defeat the World's Greatest Detective!

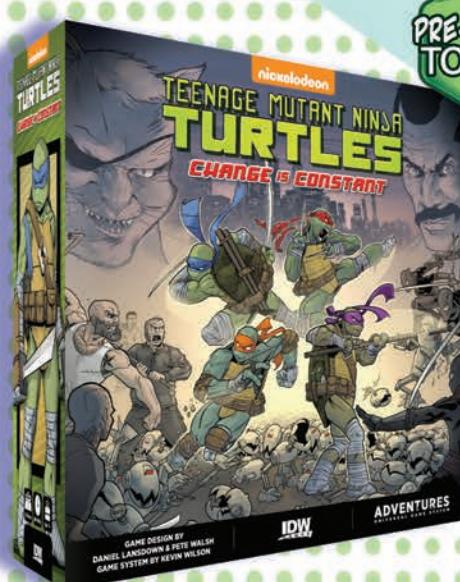
- Roll dice to go on crime sprees, collecting cash and avoiding capture.
- Purchase various gear and accomplice cards on the black market.
- Push your luck at the right moment to attract and defeat Batman.



IDW 01685.....\$34.99

AUGUST RELEASE!

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLETAFFY



TEENAGE MUTANT NINJA TURTLES ADVENTURES: CHANGE IS CONSTANT

Teenage Mutant Ninja Turtles: Change Is Constant is a scenario-driven miniatures role-playing game created in IDW's Adventures Universal Game System. Play as one of the four ninja turtles or Casey Jones, or take on the role of Baxter and command his robot fleet, including the menacing Mega-Mouser.

- Includes 59 miniatures
- Over a dozen scenarios
- Introduces A.I. mode for fully-cooperative play
- Compatible with the Adventures Universal Game System



IDW 01680.....\$124.99

OCTOBER RELEASE!

DESIGNER: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH
ARTIST: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS
COVER: CHRIS JOHNSON

**SONIC THE HEDGEHOG: DICE RUSH**

Speed is Sonic's game, and in *Sonic The Hedgehog: Dice Rush*, you and up to 3 of your friends are in a real-time race to build the best *Sonic The Hedgehog* level.

- A "gotta go fast," real-time, dice rolling game.
- Match dice to collect cards and build the ultimate Sonic level.
- 2 decks of cards that feature classic Sonic level pixel art.
- Packaged in a collectible tin.



IDW 01470.....\$19.99

DESIGNER: JONATHAN YING

AVAILABLE NOW!**SONIC THE HEDGEHOG: CRASH COURSE**

Speeding through the classic Green Hill Zone, players in *Sonic The Hedgehog Crash Course* race to be the first player to collect 5 of the 7 Chaos Emeralds!

- Race forward and leave your opponents in the dust.
- Collect items then heal damage.
- Win if you're the fastest to earn the most Chaos Emeralds!
- Includes 4 pre-painted plastic miniatures!



IDW 01484.....\$29.99

DESIGNER: SEAN MCDONALD

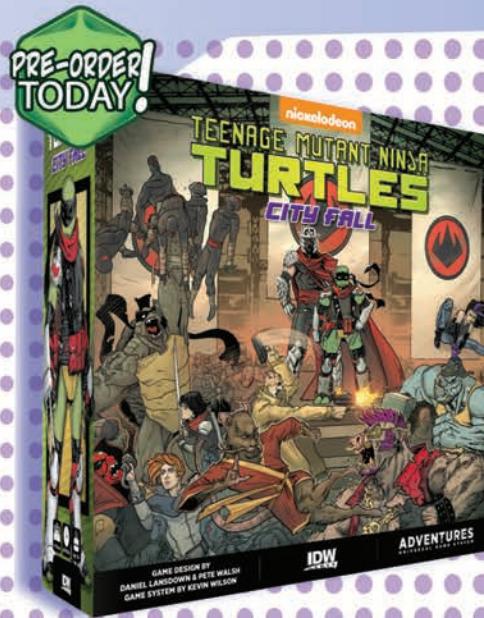
AVAILABLE NOW!**TEENAGE MUTANT NINJA TURTLES
ADVENTURES: CITY FALL**

It's dark times for the Teenage Mutant Ninja Turtles! The Shredder has seized control of the city and worse, he's brainwashed Leonardo into joining the Foot Clan! Play as one of five NEW heroes or take on the role of the Shredder and lead the Foot to victory, with his new "chunin" and secret weapon, Dark Leo.

- Includes 40 miniatures
- Over 20 scenarios
- Introduces A.I. mode for fully-cooperative play
- Compatible with the Adventures Universal Game System



IDW 01682.....\$124.99

DESIGNER: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH
ARTIST: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS
COVER: CHRIS JOHNSON**OCTOBER RELEASE!**

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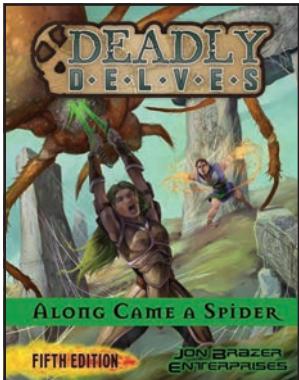
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GAMES

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JON BRAZER ENTERPRISES

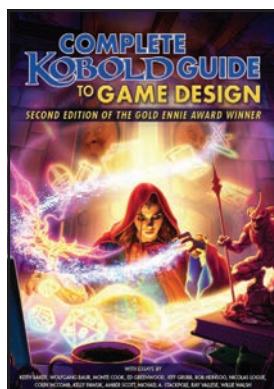


DEADLY DELVES: ALONG CAME A SPIDER (A 1ST LEVEL 5E ADVENTURE)

These Spiders Aren't So Itsy Bitsy. Giant spiders have overrun Mossdale, and every last villager is either dead and dessicated, or cocooned and abducted. But what were they after, and who coordinated the vermin to attack en masse? Can the adventurers rescue the missing citizens and foil the plans of the nefarious mind behind this dastardly deed before it is too late? *Along Came a Spider* is an exciting adventure module in the *Deadly Delves* series for the Fifth Edition of the World's Oldest Fantasy Roleplaying Game. Scheduled to ship in June 2019.

JBE 0411 \$14.95

KOBOLD PRESS



THE COMPLETE KOBOLD GUIDE TO RPG DESIGN

The *Complete Kobold Guide to Game Design* offers 240 pages of in-depth essays on what makes RPGs tick. Get time-tested advice from the top designers in the industry. Scheduled to ship in September 2019.

PZO KOBGGD2 \$19.99

KONAMI DIGITAL ENTERTAINMENT



YU-GI-OH! TCG: CARD BACK SLEEVES PACK (50)

These durable, high quality sleeves are printed with the same pattern seen on the backs of your cards.

KON 88488 \$3.99



YU-GI-OH! TCG:

DARK HEX CARD CASE

Each Card Case can fit a full Main, Side, and Extra Deck for a total of 70 sleeved cards. It also includes a divider featuring a matching design.

KON 84440 \$4.99



YU-GI-OH! TCG: DARK HEX SLEEVES PACK (50)

Featuring a holographic hexagon pattern with a glittering foil effect that really makes it pop, these Sleeves are as slick and stylish as a Duelist could dream.

KON 84442 \$3.99

SPOTLIGHT ON

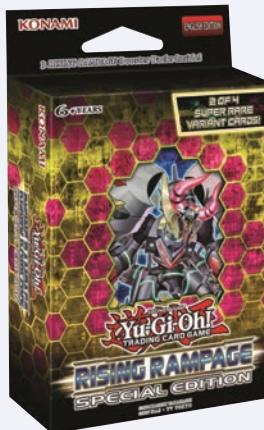


YU-GI-OH! TCG: FISTS OF THE GADGETS BOOSTER DISPLAY (24)

Turn up the heat this summer with *Fists of the Gadgets*, a 60-card all-foil booster set that heralds the return of one of the most popular monster themes of all-time: *The Brotherhood of the Fire Fist!* **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84523 \$95.76

SPOTLIGHT ON



YU-GI-OH! TCG: RISING RAMPAGE SPECIAL EDITION BOX DISPLAY (10)

A new wave crashes over the Dueling world! *Rising Rampage Special Edition* includes 3 booster packs of *Rising Rampage*, along with 2 (of 4) new Super Rare cards, including Marincess cards from the upcoming booster set, or a Salamangreat monster exclusive to this release! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84384 \$99.90

LEGENDARY GAMES



LEGENDARY BEGINNINGS: INTO THE FEYWEALD (5E)

Into the Feyweald takes your 5th Edition heroes into a world of adventure in the realms of faerie! Guests at the fairy queen Pryozha's celebration feast, the festivities are interrupted by the creepy, crawly spider-riders serving the wicked witches of the woods! You must take up the quest to find the hidden grove where Yaldira the witch works her dark magic battling her evil minions that menace the creatures of the wood. There you must stop her from awakening her cruel queen from her crystal tomb and save the woodland realm! Scheduled to ship in August 2019.

LGP 211LB015E \$14.99



LEGENDARY PLANET: THE ASSIMILATION STRAIN (5E)

The Assimilation Strain is a 42-page introductory adventure for the 5th Edition of the world's most famous roleplaying game which can be played as a standalone fantasy horror adventure for 1st-level characters or as a prelude to the *Legendary Planet Adventure Path*, introducing heroes from any fantasy world to the cosmic threat of alien invaders from beyond who see nothing on this planet but another world to conquer. The adventure blends exploration and negotiation alongside elements of horror and a desperate battle to survive against a foe bent on their enslavement or extermination. Scheduled to ship in August 2019.

LGP 202LP025E \$14.99



GAMES

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LEGENDARY PLANET: TO WORLDS UNKNOWN

To Worlds Unknown is an adventure for 2nd to 5th-level characters which can be played as a standalone adventure or as the first main chapter in the *Legendary Planet Adventure Path*, bringing your heroes into the midst of a battle beyond the stars for supremacy over myriad alien worlds and alien cultures. Against the backdrop of great powers both ancient and new, small-time power players and petty criminals vie in the grungy back alleys of a crossroads world, and the heroes must discover who can help them find their way to safety through an impossible network of planetary portals before their erstwhile allies betray them to those whose secret schemes are far more sinister. Scheduled to ship in August 2019.

5E LGP 203LP035E \$24.99
STARFINDER LGP 203LP03SF \$24.99

LOONEY LABS

ARE YOU A ROBOT? BUNDLE OF 5

Our space colony has been infiltrated by murderous androids who look just like us. We are gradually being replaced by look-alikes! The only way to find out for sure if someone is a robot is by shooting them with your laser pistol. Each player gets a random card, which they must look at but let no one else see. Gameplay consists of talking: asking each other questions to figure out who became a Robot. The game ends when a Human decides to either shoot or shake hands! Humans prosper if they correctly shoot the Robot but the Robots win if humans turn on each other. Peace can be achieved by a handshake but sneaky Robots have an iron grip... Scheduled to ship in September 2019.

LOO 104-B \$10.00

ARE YOU A ROBOT?
A Social Deduction Micro-Game

• 2 Players • 2 Minutes • 2 Dollars

• 3 player rules also included • combine copies to play with 4+
LOONEY LABS L00-104

MAKE BELIEVE GAMES



DEMOCRACY

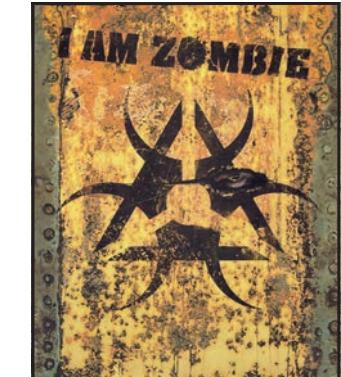
Democracy is a game of deal-making, debate, and diplomacy. Players take on the role of a power broker and leader of a new national movement, a political mastermind who organizes campaigns and wins elections. The object is to form alliances, yet always stand by one's principles - make compromises, yet still achieve an agenda. To

succeed, players must herd cats, spin facts into a web of illusion, and speak power to truth. Their movement has captured the imagination of a small but loyal few, and now it must be grown into a national force. Put your hand-picked candidate into office, take control of the country, and make your mark on history!

MKB 0001 \$39.99

I AM ZOMBIE: FIELD MANUAL

MKB 1001 \$34.99



I AM ZOMBIE: PLAY KIT

MKB 1002 \$24.99



REVOLUTIONARIES

Revolutionaries is a roleplaying game set during the American Revolution, where history's truths hide a secret war. Travel back in time to colonial America and an age of high-stakes diplomacy and perilous revolution. In this game, players take on the role of newly initiated members of the Culper spy ring, and enter a world of American secrets and lies, with danger at every turn. They'll experience the gripping drama and grim realities of the war, and not only meet the founding heroes, but might become founding heroes themselves. MKB 2001 \$29.99



O/A ATTILA

MAX 8010MATH PI



O/A BRITAIN - UNION JACK

MAX 8010MGBR PI



TOXICITY

Toxicity is a roleplaying Toxploration extravaganza set in the 1970's underworld of New York or other city of choice. Players take on the role of lucid zombies called the Toxic, and join the rampage as they descend into the infernal horrors of a real hellhole under the mean streets. There, they'll battle Fiendz and discover new and varied threats to both the mundane and Toxic societies. Welcome to a new exploration of the insane and twisted world of I Am Zombie!

MKB 1020 \$24.99



O/A CRIMSON RIDER

MAX 8010MCSR PI



O/A DEATH GRIP

MAX 8010MDGP PI



O/A END OF THINGS

MAX 8010MEOT PI



O/A AMBUSH!

MAX 8010MAMB PI



O/A ANOTHER ROUGH DAY

MAX 8010MNRD PI

O/A USA - OLD GLORY

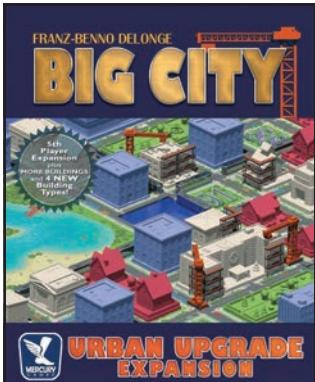
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O/A APOCALYPSE RIO

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MERCURY GAMES

**BIG CITY: URBAN UPGRADE EXPANSION**

Expansion for the Jumbo edition (not compatible with the original edition) which includes: 15 more large building Miniatures including 4 brand new building types never before released (Police Station, Hospital, Parking Garage, School), 2 additional Modular Neighborhood Boards (Neighborhood 9 and 0), New Waterfront Tile (Brand New - never before released!), Additional player markers to add a 5th player (Scoring Marker/ +100 Marker), 18 Property Cards & Rules Sheet. Scheduled to ship in August 2019.

MCY 1902 \$50.00

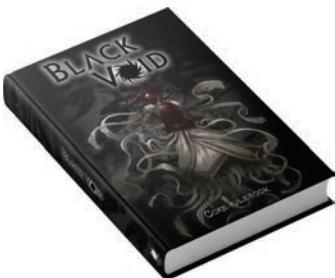
METALLIC DICE GAMES

**VELVET FOLDING DICE TRAY WITH LEATHER BACKING: 10" X 10"****WATERCOLOR RAINBOW**

Protects your gaming surface, and controls your roll too! Never worry about your gaming table or your dice again. Our high-quality dice trays fold flat to fit in your folder or backpack, and easily snaps into shape when you're ready to game. A must-have when you're gaming outdoors! Scheduled to ship in August 2019.

MET 538 \$16.00

MODIPHIUS

**BLACK VOID RPG: ARBITRATOR'S SCREEN**

This four panel screen provides Arbiters with a practical barrier to shield notes and other information from the players as well as a range of convenient reference tables. The hand-picked cover art helps set the scene and enhance the ambient atmosphere on the gaming table for all your adventures in the *Black Void*. Scheduled to ship in September 2019.

MUH 051838 \$20.00

BLACK VOID RPG

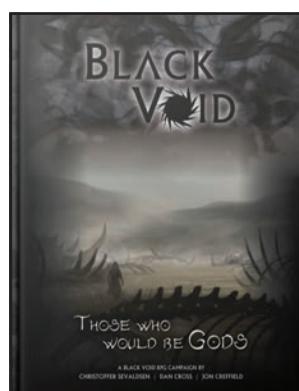
Following cataclysmic events on Earth the fragile Veil between reality and the Void was shattered and the truth of existence was revealed. As mankind cried to their Gods for salvation, they were torn from Earth by Void torrents and the surviving peoples were scattered among the stars. Over the decades the lone survivors, stragglers and ragged remnants of mankind's tribes struggled for survival across countless uncaring worlds. However, a few managed to go beyond mere subsistence and travelled the Void currents to find fabled Llynn, epicentre of the Cosmos. Scheduled to ship in September 2019.

MUH 051837 \$50.00

BLACK VOID RPG: THOSE WHO WOULD BE GODS

The *Those Who Would Be Gods* campaign is presented in three parts. The plot has linear milestones for characters to achieve, with numerous hooks for the protagonists to follow and sub-plots to further explore if desired. Each part is playable on its own, but truly come to life when played as a continuing story. The campaign is made for newly created characters but can be adapted to fit characters that have advanced. Scheduled to ship in September 2019.

MUH 051839 \$20.00

**FALLOUT WASTELAND WARFARE RPG**

The *Fallout: Wasteland Warfare* RPG builds on the narrative wargame experience of the tabletop miniatures game and will include new rules for character creation and creating adventures in the wasteland. Will you roam wide and far, or build up and protect your settlement? For those who want to create your own unique characters or use the faction based Archetype cards to start your own hero and see them grow from adventure to adventure. Scheduled to ship in September 2019.

MUH 051778 \$32.00

INFINITY RPG: LOCATION DECK

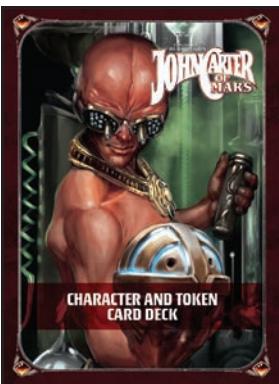
Explore the beautiful terrifying and deadly sites of the Human Sphere with these 54 landscape cards. With an amazing vista of each location, plus sample Heat spends and optional placements on the back, you'll be able to truly reflect the delights on offer within *Infinity: The Roleplaying Game*. Scheduled to ship in September 2019.

MUH 050275 \$20.00

INFINITY RPG: WILDERNESS OF MIRRORS DECK

Infinite Reflections! Dive into the dizzying machinations of the *Wilderness of Mirrors* with these 54 landscape cards. The rich array of intrigues on offer will allow you to quickly delve into the maneuverings of the G5 nations during your games of *Infinity: The Roleplaying Game*. Scheduled to ship in September 2019.

MUH 050274 \$20.00

**JOHN CARTER OF MARS: CHARACTER & TOKEN DECK**

Modiphius Entertainment presents the *John Carter of Mars Character & Token Card Deck*. See the famed heroes and strange creatures that inhabit the dying world. 52 character and creature art cards, 3 narrator character reference cards, all with card backs for Threat, Momentum and Luck are sure to make your *John Carter of Mars* campaigns come to life! Scheduled to ship in September 2019.

MUH 051545 \$20.00

**INFINITY RPG: COST OF GREED**

A chance discovery on Paradiso leads to the uncovering of a Voodootech smuggling ring, with its clues pointing to an intelligence agency or corporation. Follow the rabbit hole, and the trail of breadcrumbs may soon provide clues to a plot that could put the entire human race at risk. *Cost of Greed* is a mini campaign of 5 non linear adventures that provide the characters with a chance to meet, work alongside, and challenge the key characters from Corvus Belli's Dire Foes Mission Packs 1 to 5. Scheduled to ship in September 2019.

MUH 050230 \$39.99

**JOHN CARTER OF MARS: LANDSCAPE ART LOCATION DECK**

Modiphius Entertainment presents the *John Carter of Mars: Landscape Art Location Deck*. Explore the beautiful, terrifying and wondrous landscapes of the Red Planet with these 52 landscape art cards. With amazing vistas of the planet on the front and evocative, descriptive text on the back, you'll truly transport your players to Barsoom when you use these to enhance your *John Carter of Mars* campaigns. Scheduled to ship in September 2019.

MUH 051465 \$26.00

INFINITY RPG: GM PLOT DECK

Infinite Possibilities! Create new scenarios or launch entire adventures set within the *Infinity* universe with these 54 landscape cards. With a unique piece of art to portray each plot, plus example objectives, locations, obstacles and adversaries on the back, you'll be able to instantly offer intriguing plots for your games of *Infinity: The Roleplaying Game*. Scheduled to ship in September 2019.

MUH 050276 \$20.00



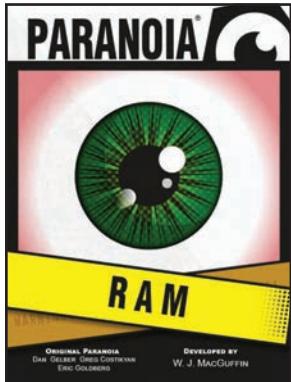
MONGOOSE PUBLISHING



ACUTE PARANOIA BOX SET

Welcome to Acute Paranoia! This massive upgrade to *Paranoia* gives you new ways to play and enjoy the darkly humorous *Paranoia* experience. You know, the one where everyone accuses each other of treason and characters die repeatedly but everybody laughs and has a great time? Tips for getting players to turn on themselves repeatedly. And even more capricious rules to punish boring players. Yes. We are way too generous. but... there's extra more! Scheduled to ship in June 2019.

MGP 50008 \$49.99



PARANOIA RPG: THE RAM DECK

Troubleshooters! The Computer recently made two discoveries: Troubleshooter missions have been unusually calm and sedate. Citizens have not been receiving enough wisdom from the Computer. That's why the Computer has decided to broadcast its wisdom to Troubleshooters while they are on a mission. These Random Access Memes will pop up at random but invariably helpful times to assist Troubleshooters just like you! Scheduled to ship in June 2019.

MGP 50009 \$14.99



PARANOIA RPG: PERFECTLY SAFE GEAR

Troubleshooters! Your trusty laser pistol is not the only piece of equipment you'll need to fight terrorists and survive. (Well, mostly survive.) That's why you need this *Perfectly Safe Gear*! Just remember that you are responsible for the care of all assigned equipment. XP Point charges may apply for wear-and-tear, theft, loss, improper use, improper handling, improper storing or destruction. (Grenades are exempt from only two of those.) Grab your equipment and get shooting trouble already! Scheduled to ship in June 2019.

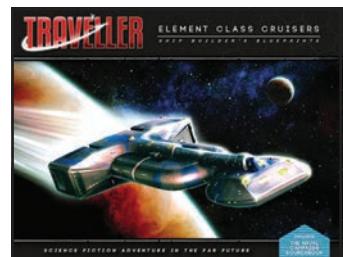
MGP 50010 \$14.99



PARANOIA RPG: TRUTH OR DARE

Truth or Dare is a mission for the the *Paranoia* RPG. Here, Troubleshooters will be taught how to infiltrate a secret society without letting on that they are Troubleshooters. When that fails, they will enjoy painful Coretech upgrades, an underground punk concert, candy-coated death traps, an extremely annoying NPC that just will not go away and so many mission updates that even us Famous Game Designers got lost while writing this. Question: Is treason committed while undercover still treason? Answer: We will see. Scheduled to ship in June 2019.

MGP 50011 \$19.99



TRAVELLER RPG: ELEMENTAL CLASS CRUISERS - SHIPBUILDERS BLUEPRINTS

This set includes a detailed description of all three Element cruiser classes, the crew who serve aboard them, and the missions they undertake. The ships come alive with the 24 massive blueprint posters (in a variety of electronic formats, allowing you to zoom in on specific details, get a wider view of the entire ship, or print out, allowing players and referees to visualise an entire Imperial capital ship across every deck and weapons bay. Scheduled to ship in June 2019.

MGP 40019 \$69.99

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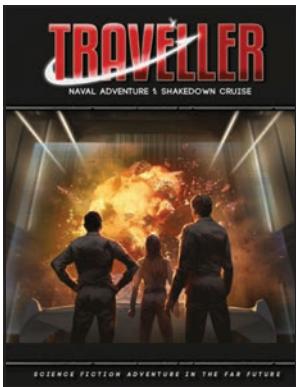
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GAMES

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TRAVELLER RPG: NAVAL ADVENTURE 1 - SHAKEDOWN CRUISE

With a stunning ship recognition guide facing the players, and every vital table for the referee, the Traveller Referee's Screen is the perfect complement to a well-run Traveller campaign. Fully updated to the latest edition and with all the important tables and charts, the new Traveller Referee's Screen is constructed from quality heavy-weight cardstock that will stand the ravages of many years' gaming. Scheduled to ship in June 2019.

MGP 40020 \$14.99

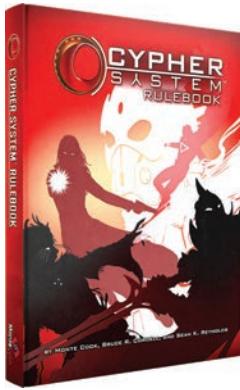
MONTE COOK GAMES



CYPHER SYSTEM RPG 2ND EDITION: CHARACTER PORTFOLIO

A lot can happen in a campaign. The Cypher System Character Portfolio is more than just a sheet: at 24 pages, it records all your character's pools, abilities, skills, cyphers, and other key stats. But it also gives you room for notes, sketches, and details. Jot down thoughts about your character's appearance and mannerisms. Make notes about connections to the other PCs along with people, creatures, objects, and locations you meet in your adventures. Keep a campaign journal, or make maps and sketches of places you've been. Scheduled to ship in September 2019.

MKG 215 \$19.99

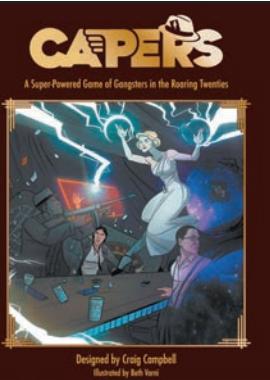


CYPHER SYSTEM RPG 2ND EDITION: RULEBOOK

The Cypher System is the game engine that drives the multiple-award-winning Numenera RPG. Its fast-paced narrative design encourages engaging, immersive characters, and no game is easier on the GM-booth in prep and at the table. This beautiful, exciting new corebook replaces and expands on the original Cypher System Rulebook. It's improved and different - but it's not a second edition. The rules are not being changed, and all existing Cypher System supplements (including titles for *The Strange* and *Numenera*) remain fully compatible with this new corebook. Scheduled to ship in September 2019.

MKG 205 \$69.99

NERDBURGER GAMES



CAPERS RPG

It's the 1920s Prohibition era in the United States. Alcohol is illegal. Organized crime grows at an unprecedented rate as gangsters get rich selling hooch to a thirsty populace. Law enforcement struggles to keep up with an understaffed and underfunded Bureau of Prohibition. You are one of a handful of people who have been gifted with super-powers! Will you use your abilities to build a criminal empire as a super-powered gangster? Or will you focus your powers to serve the law and bring these criminals to justice? Scheduled to ship in June 2019.

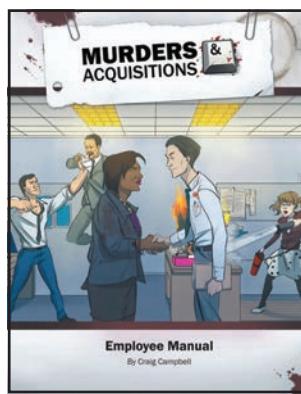
NBG CAP001 \$35.00



DIE LAUGHING RPG

In this short-play, GM-less RPG, you play a character in a horror-comedy movie and everyone's going to die. It's just a matter of when and how funny you can make it. After your character is gone, you become a producer on the movie and continue to influence the story and mess with the other characters right up until the bloody, hilarious end. This game requires just a few minutes of preparation to play. Players select characters and make a few, quick choices. Then you pick a monster and you're ready to die. Scheduled to ship in June 2019.

NBG DIE001 \$20.00



MURDERS & ACQUISITIONS RPG

You are smack dab in the middle of a cut-throat corporation in an absurd, alternate version of our world where literally anything goes in terms of corporate advancement. You portray an employee seeking power, prestige, and wealth... at any cost. You'll sabotage your rivals' pet projects, destroy them at social events, steal their secrets, or even kill them and cover it all up. In the process, you'll rise up the ranks, make new enemies, and discover new goals. Scheduled to ship in June 2019.

NBG MUR001 \$30.00

OINK GAMES

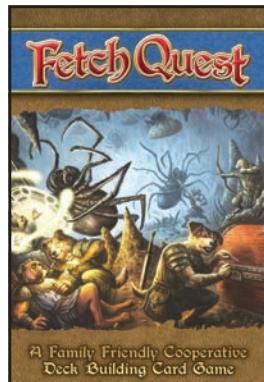


NINE TILES PANIC

Race to create your town to the best of your ability as the conditions keep changing. Just completing the town is easy enough, but quickly satisfying all the conditions is enough to make your brain go crazy. From kids to adults, *Nine Tiles Panic* is a speedy and exciting puzzle game for everyone! Scheduled to ship in September 2019.

ONK 9TP \$39.00

ONYX PATH PUBLISHING



FETCH QUEST

Fetch Quest is a family-friendly, cooperative deck-building game set in the *Realms of Pugmire*, the world of the Pugmire role-playing game. The card game is designed for 3-6 players ages 12 and up. Playing time is approximately 60-90 minutes. The components for the game include: 6 dual-sided Pioneer cards; 72 green-backed Fortune cards; 28 red-backed Challenge cards; 4 Mission cards. Each player represents a pioneer, one of six adventurous dogs on a dangerous quest. The pioneers work together to overcome dangerous challenges and resolve missions. Once the missions are resolved, the quest is finished, and the players win the game! Scheduled to ship in June 2019.

ONX PUG009 \$34.99

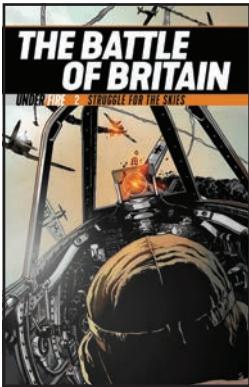
OOMM GAMES



BATTLE BEARS

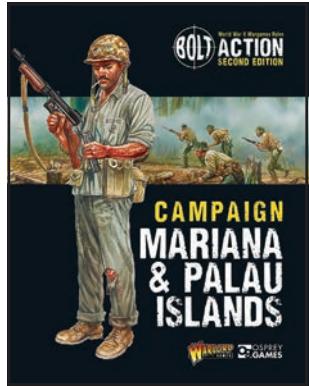
They were never truly your friends anyway. Grab the loot, kill your opponents, and be the last bear standing in the battle royale of bearmorous proportions! Scheduled to ship in October 2019.

OOM 00500 \$49.99

**BATTLE OF BRITAIN**

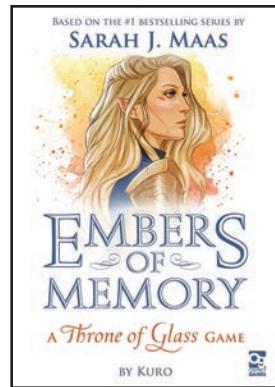
In the summer of 1940, the bombs began to fall over Britain. Seeking to pave the way for a full-scale invasion, Luftwaffe bombers flew over the Channel, dropping their deadly payload on key targets across the south of England. Scrambling to meet them were the pilots of the Royal Air Force. Men from Britain, the British Empire and Commonwealth, and even volunteers from occupied and neutral territories took to the skies against the might of the German forces. The Battle of Britain had begun.

OSP FIR023 \$26.00

**BOLT ACTION: CAMPAIGN: MARIANA & PALAU ISLANDS**

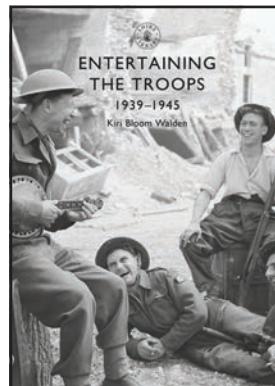
The Mariana and Palau Islands campaign, also known as Operation Forager, was intended to facilitate the recapture of the Philippines and to provide bases for the bombing of the Japanese mainland. This new Campaign Book for *Bolt Action* allows players to refight the fierce battles of Saipan, Peleliu, Guam, and many others. With new, linked scenarios, rules, troop types, and Theater Selectors that provide plenty of options for both novice and veteran players alike.

OSP BTC035 \$30.00

**EMBERS OF MEMORY: A THRONE OF GLASS GAME**

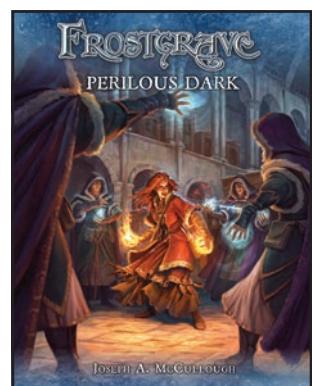
Throne of Glass: Embers of Memory is a two-player co-operative card game set during the events of *Kingdom of Ash*, the epic climax to Sarah J. Maas' *Throne of Glass* series. Working together, you must delve into the memories of the young queen and help her face her inner demons before she is overwhelmed. Be warned each challenge you face is more complex than the last, testing the bond between you and your partner to its limit.

OSP TOG203 \$24.99

**ENTERTAINING THE TROOPS: 1939-45**

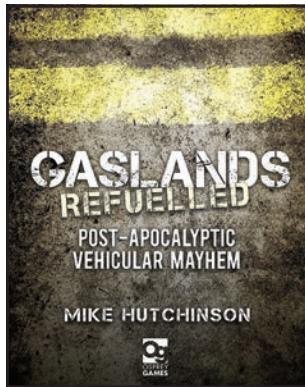
This book explores the foundation and work of the Entertainments National Service Association (ENSA) and other entertainment organisations such as CEMA and Stars in Battledress. These organisations ensured that troops in all theatres of the Second World War were visited by big bands, ballet stars, Shakespearian actors and the most famous popular entertainers of the day in order to raise morale.

OSP SLI862 \$14.00

**FROSTGRAVE: PERILOUS DARK**

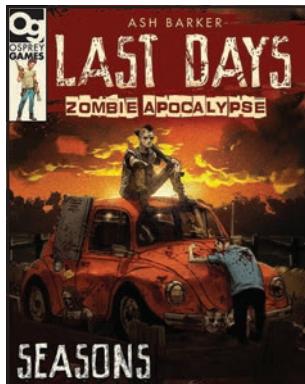
This new supplement for *Frostgrave* presents full rules for playing solo and co-operative games in which the feuds and skirmishes of wizards take a back seat to the exploration and unlocking of the mysteries of the city. These include guidelines for both dungeon crawls and adventuring in the ruins, new traps, unique random encounters, and four multi-scenario mini-campaigns to get players started. Scheduled to ship in October 2019.

OSP FGV12 \$25.00

**GASLANDS: POST APOCALYPTIC VEHICULAR MAYHEM - REFUELLED**

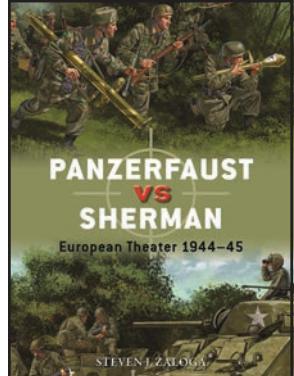
Shoot, ram, skid, and loot your way through the ruins of civilization with *Gaslands: Refuelled*, the tabletop miniature wargame of post-apocalyptic vehicular mayhem. With all new material including expanded and enhanced perks, sponsors, vehicle types, and weapons. *Gaslands: Refuelled* contains everything a budding wasteland warrior needs to build and customize their fleet of vehicles in this harsh post-apocalyptic future. Featuring a host of options for scenarios, environmental effects, and campaigns, allowing players to create their anarchic future.

OSP GAS1 \$30.00

**LAST DAYS: ZOMBIE APOCALYPSE - SEASONS**

Last Days: Zombie Apocalypse: Seasons is the expansion to the skirmish-scale miniatures game of survival horror, *Last Days: Zombie Apocalypse*. With an all new campaign designed to take players through 12 months (games) of gameplay focusing on the changing seasons and the new challenges this brings for survivors. With new problems for your Group to face including hunger, thirst, and warmth as well as a whole host of new character types, scavenger tables, scenarios, and even rules for bicycles and motorbikes.

OSP LDZA2 \$30.00

**SOVIET PARTISAN VS GERMAN SECURITY SOLDIER: EASTERN FRONT 1941-44**

The savage partisan war on the Eastern Front during World War II saw a wide variety of forces deployed by both sides. On the Soviet side, civilian partisans fought alongside, and in co-operation with, Red Army troops and Red Army and NKVD "special forces." On the German side, German Army security divisions, with indigenous components including cavalry, fought alongside SS police and Waffen-SS units and other front-line troops employed for short periods in the anti-partisan role. Featuring specially commissioned artwork and drawing upon an array of sources, this is an absorbing account of the brutal fighting between German security forces and their Soviet partisan opponents during the long struggle for victory on World War II's Eastern Front.

OSP CBT044 \$22.00

**THIRD REICH IS LISTENING: INSIDE GERMAN CODEBREAKING 1939-45**

The Third Reich is Listening is a gripping blend of modern history and science, and describes the successes and failures of Germany's codebreaking and signals intelligence operations from 1935 to 1945. The first mainstream book that takes an in-depth look at German cryptanalysis in the Second World War, it tells how the Third Reich broke the ciphers of Allied and neutral countries, including Great Britain, France, Russia and Switzerland.

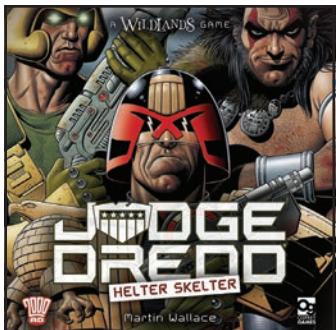
OSP GM382 \$20.00

PANZERFAUST VS SHERMAN: EUROPEAN THEATER 1944-45

In the summer of 1944, across the battlefields of Normandy, US tanks were confronted with a dangerous challenge: the mobile and deadly Panzerfaust and Panzerschreck anti-tank weapons wielded by the German infantry. Having only occasionally encountered such weaponry before, the US tankers were ill-equipped to defend against this kind of attack, and the threat only increased as the summer wore on.

OSP DUE099 \$22.00





WILDLANDS: JUDGE DREDD: HELTER SKELTER

Head to the streets of Mega-City One with Judge Dredd: Helter Skelter, a new miniatures board game combining Martin Wallace's critically-acclaimed Wildlands rules with the worlds of 2000 AD. Four unique factions bring iconic characters from Sláine, Nikolai Dante, and Strontium Dog crashing into Mega-City One, all intent on finding the shattered fragments of their own universe and crushing anyone who gets in their way. Things are going to get rough, but one thing is certain. No matter what universe you are from, you still have to answer to the Law! Scheduled to ship in October 2019.

OSP WLD005 \$85.00

PAIZO PUBLISHING



ART FROM PREVIOUS VOLUME

COMBAT TIERS: EXTENSION PACK

This brand-new game aid gives you the ability to show elevation ranging from 10' to 50' with the base set, extension sets give you the ability to add 10' to 90' to the base unit.

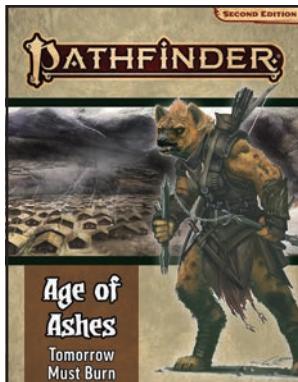
PZO TTLCT002 \$9.99



PATHFINDER RPG: ADVENTURE PATH - AGE OF ASHES PART 2 - CULT OF CINDERS (P2)

The heroes have claimed the citadel atop Hellknight Hill as their own, but a ring of magical portals in the castle basement could allow cultists from the southern jungles to invade again at any moment. Scheduled to ship in August 2019.

PZO 90146 \$24.99

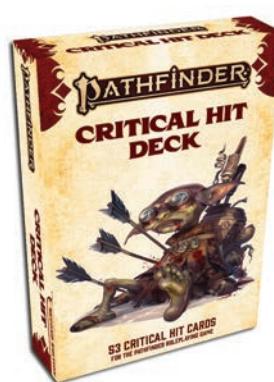


PATHFINDER RPG: ADVENTURE PATH - AGE OF ASHES PART 3 - TOMORROW MUST BURN (P2)

In defeating the treacherous Cult of Cinders, the heroes discover a nefarious group pulling the cult's strings — a mysterious merchant's guild called the Scarlet Triad. Scheduled to ship in September 2019.

PZO 90147 \$24.99

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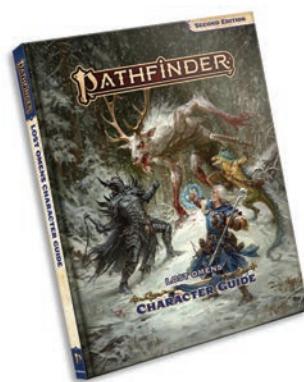


PATHFINDER RPG: CRITICAL HIT DECK (P2)

Scoring a critical hit can turn the tide of any battle, and with this deck of 52 Critical Hit cards you can turn those hits into devastating wounds, lasting afflictions, or even instant death! Scheduled to ship in September 2019.

PZO 2205 \$12.99

NOT FINAL ART



PATHFINDER RPG: LOST OMENS CHARACTER GUIDE HARDCOVER (P2)

This must-have guidebook for characters of all types introduces three new ancestries to the Second Edition of the Pathfinder Roleplaying Game — the regimented and warlike hobgoblin, the plant-like leshy, and the inquisitive lizardfolk — provides 10 new heritages for the game's core ancestries, offers nearly 100 new ancestry feats, and presents 10 new archetypes to allow characters of any class to participate in the world's most notable organizations, from the adventurous Pathfinder Society to the rabble-rousing Firebrands to the magical masters of the Magaambaya! Scheduled to ship in October 2019.

PZO 9302 \$34.99



PATHFINDER RPG: FLIP-MAT - BIGGER FLOODED DUNGEON

Pathfinder Flip-Mat: Bigger Flooded Dungeon measures 27 by 39 inches, which gives you 45% more gaming space than the standard *Pathfinder* Flip-Mat. Scheduled to ship in October 2019.

PZO 30102 \$19.99

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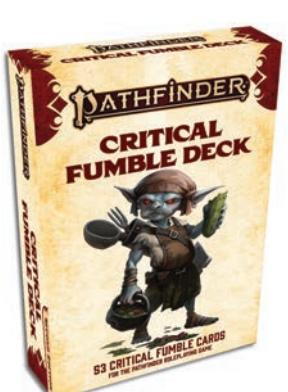


STARFINDER RPG: ADVENTURE PATH - ATTACK OF THE SWARM! 3 - HUSKWORLD

Hoping to find a way to fight back against the alien, insectoid Swarm, the heroes travel to a distant world already consumed by the deadly invaders. Scheduled to ship in October 2019.

PZO 7221 \$22.99

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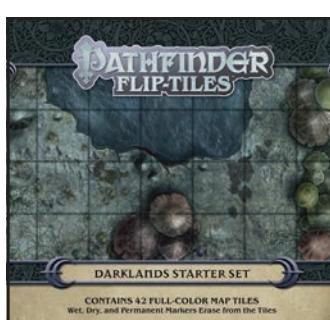


PATHFINDER RPG: CRITICAL FUMBLE DECK (P2)

With more than 200 unique misfortunes, the *Pathfinder* Critical Fumble Deck is sure to add a new sense of danger to the Second Edition of the *Pathfinder* Roleplaying Game! Scheduled to ship in October 2019.

PZO 2206 \$24.99

NOT FINAL ART



PATHFINDER RPG: FLIP-TILES - DARKLANDS STARTER SET

The new and useful *Flip-Tiles: Darklands* Starter Set features 42 full-color 6 x 6-inch map tiles, with twisted caverns, dank chambers, and other subterranean Darklands features, both sides stunningly crafted by cartographer Jason A. Engle. Scheduled to ship in October 2019.

PZO 4082 \$34.99

NOT FINAL ART



STARTROPOLIS

A 3D SPACE STATION BUILDING GAME



Available October 2019

A 3D Space Station Building Game

You are the alien CEO of a galactic corporation, and your masters have given you seed money. What will you purchase? A solar power monopoly? Luxury habitats? Will you outperform your competition, and prove your dominance?

Startropolis is a modular 3D space station game for 2-4 people. Each turn, players buy modules and connect them to the existing space station. This creates revenue, and allows them to purchase more modules. The player with the most credits at game end wins.



PETERSEN GAMES

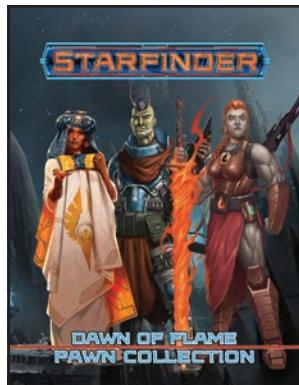
A SANDY PETERSEN COMPANY

www.PetersenGames.com



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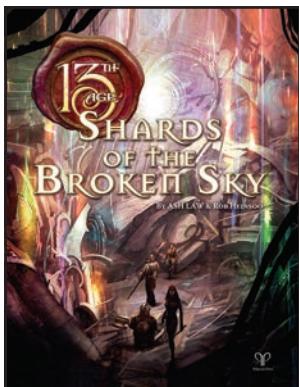
NOT FINAL ART

STARFINDER RPG: PAWNS - DAWN OF FLAME PAWN COLLECTION

Key aliens and NPCs from the Dawn of Flame Adventure Path come alive on your tabletop with the Dawn of Flame Pawn Collection, featuring more than 100 creature pawns for use with the Starfinder Roleplaying Game or any tabletop science-fantasy RPG! Scheduled to ship in October 2019.

PZO 7413 \$24.99

PELGRANE PRESS

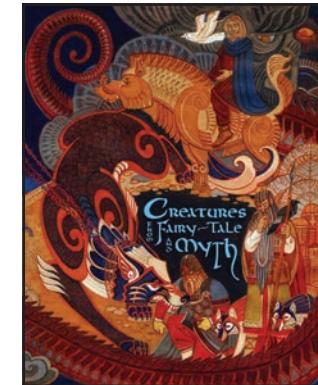
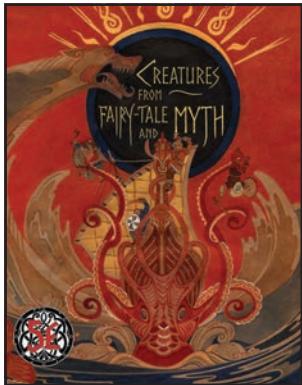


13TH AGE RPG: SHARDS OF THE BROKEN SKY

Flying realm down! A 13th Age Roleplaying Game sandbox adventure for player characters level 1-7 (and a bit beyond). When the flying realm of Vantage crashes to earth in the Dragon Empire, a long-kept secret is revealed: it was the control point for magical wards that kept a dozen ancient evils in check. The icons have offered you rival opportunities for glory, plunder, and/or heroic sacrifice in Vantage. Use *Shards of the Broken Sky* as an entire campaign in and around this fallen flying realm, a one-shot or mini-arc, or a source of new races, monsters, and magic items! Scheduled to ship in September 2019.

PEL 13A19 \$34.95

PENDELHAVEN GAMES



CREATURES FROM FAIRY-TALES AND MYTH (5E)

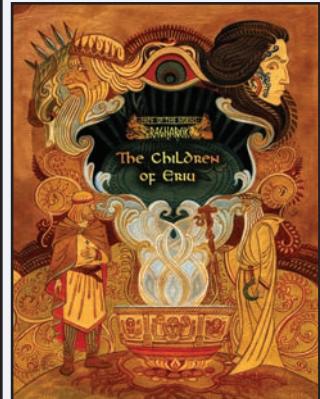
For as long as we've lived upon this green earth, we have recounted fire-side stories of things that go bump in the night. We have conjured explanations for the unimaginable, and within our consciousness, they have taken the forms of ghouls and ghosts. These creatures have been the focus of fairy tales, sagas and myths. This book is a monster manual for the 5e game system using the open-gaming license (OGL). *Creatures from Fairy-Tales and Myth* also expands the d20 system by adding social combat mechanics along with secrets and vulnerabilities. This will allow players to recreate scenes that mirror saga and fairy-tale depictions. Scheduled to ship in June 2019.

CREATURES FROM FAIRY-TALES AND MYTH (STORY BOOK)

This is a story book describing many creatures that appear in northern European fairy tales and mythology. For as long as we've lived upon this green earth, we have recounted fire-side stories of things that go bump in the night. We have conjured explanations for the unimaginable, and within our consciousness, they have taken the forms of ghouls and ghosts. Within these pages you will find stories, myth and lore for the most legendary creatures. The information has been researched and drawn directly from original sources. The subjects of this book are drawn from Norse, Celtic, Baltic and Slavic tradition. Scheduled to ship in June 2019.

PNH 0900 \$59.98

SPOTLIGHT ON



FATE OF THE NORNS RPG: RAGNAROK - THE CHILDREN OF ERIU

The Children of Eriu is an upcoming RPG set in the *Fate of the Norns* universe. The Celtic worlds come alive as ancient gods walk the earth, the faerie realms buzz with mischief and the Hibernian clansmen and clanswomen look to rid the Vikings from their lands. This is a stand-alone RPG that innovates the runic-game-system, but is also 100% compatible with the *Fate of the Norns: Ragnarok RPG*. Scheduled to ship in August 2019.

PNH 0037 \$49.98

SPOTLIGHT ON

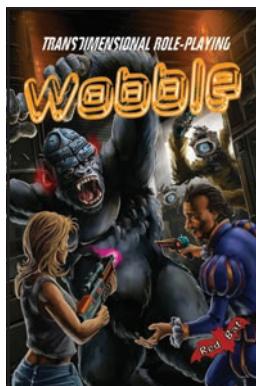


FATE OF THE NORNS RPG: CREATURES FROM FAIRY-TALES AND MYTH

Each creature is illustrated and presented with myth, lore and game stat pages. The stats include 5 tiers of power, allowing a Norn to use them for any situation with zero-preparation. *Creatures from Fairy-Tales and Myth* also expands the Runic Game System (RGS) by adding social combat mechanics along with secrets and vulnerabilities. This will allow players to recreate scenes that mirror saga and fairy-tale depictions. Scheduled to ship in June 2019.

PNH 0027 \$49.98

PERYTON PUBLISHING



WOBBLE RPG: TRANSDIMENSIONAL ROLE-PLAYING

Compiled from blog posts and table-top game sessions spanning more than a decade, *Wobble* is the game-book that should not exist, but does. Come travel space and sometimes time and explore the multiverse. Meet cyborg apes, space Nazis, saints of the Early Church, the godlike Oracles, and the Easter Bunny. This RPG doesn't have it all, but it has all-but everything. This game uses the Red Bat system (included). Scheduled to ship in June 2019.

PYN 1902 \$19.99

PLAID HAT GAMES



AFTERMATH

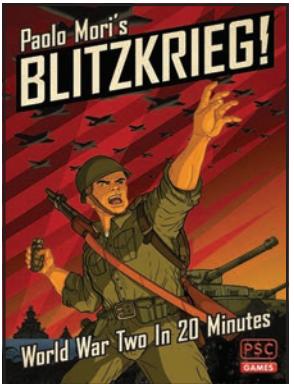
Created by Jerry Hawthorne, the designer of *Stuffed Fables and Mice and Mystics*, *Aftermath* is the latest addition to the *Adventure Book Game* line. In a world where all humans have mysteriously vanished, players will take on the role of a heroic rodent working to protect and provide for their colony. Scheduled to ship in September 2019.

PHG PH3000 \$84.95

FEATURED ITEM



PLASTIC SOLDIER COMPANY



BLITZKRIEG!

Recreate World War Two in 20 minutes! The perfect wargame for non-wargamers, *Blitzkrieg!* allows two players to battle across the Wars most iconic theatres, winning key campaigns and building military might. Scheduled to ship in October 2019.

PSC BLZ001 \$32.50

POKÉMON USA

SPOTLIGHT ON



POKÉMON TCG: KANTO POWER MINI TIN DISPLAY (10)

Pokémon Favorites in the Palm of Your Hand! In this Mini Tin, you'll find: 2 *Pokémon TCG* booster packs, 1 metallic *Pokémon* coin and a *Pokémon* art card showing the art from this Mini Tin you can collect and combine all 5! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80413 PI



POKÉMON TCG: POKE BALL TIN 3 CASE (6)

The *Pokémon TCG: Poke Ball Tin* contains: 3 *Pokémon TCG* booster packs and 1 *Pokémon* coin. This is a display of 6 *Poke Ball* Tins. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80396 PI



POKÉMON TCG: HIDDEN FATES TIN

Can you harness the raw power of a *Pokémon-GX*? Choose the blazing fire of Charizard-GX, the raging waves of Gyarados-GX, or the crackling electricity of Raichu-GX in the *Pokémon Trading Card Game: Hidden Fates Tin*. Each of these fantastic tins contains an amazing *Pokémon-GX*, able to hold its own with the very best and to add a bit of extra power to your collection! In this tin, you'll find: 1 of 3 foil *Pokémon-GX* cards: Charizard-GX, Gyarados-GX, or Raichu-GX and 4 *Pokémon TCG: Hidden Fates* booster packs.

PUI 80481 PI



POKÉMON TCG: POWER PARTNERSHIP TIN

Choose the deep history and psychic power of Mewtwo & Mew-GX, the steely nerves and focus of Lucario & Melmetal-GX, or the game-changing attacks of Garchomp & Giratina-GX in the *Pokémon Trading Card Game: Power Partnership Tin*. Each of these fantastic tins contains a standout TAG TEAM *Pokémon-GX*, their bond tried and tested in battle! In this tin, you'll find: 1 of 3 foil TAG TEAM *Pokémon-GX* with special art: Mewtwo & Mew-GX, Lucario & Melmetal-GX, or Garchomp & Giratina-GX, 4 *Pokémon TCG* booster packs and 1 metal TAG TEAM GX marker.

PUI 80540 PI

PRIVATEER PRESS

HORDES

Scheduled to ship in September 2019.



MINIONS PRIMAL ARCHON ARCHON SOLO (RESIN AND WHITE METAL)

PIP 75087 \$39.99

PLAY RENEGADE



EVENT



CHEK WITH YOUR FLGS FOR MORE INFO!

www.renegadegames.com/retail-locator

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MONSTERPOCALYPSE

Scheduled to ship in July 2019.



**ISLE OF ANNIHILATION
FABRIC PLAYMAT**

PIP 51903 PI

MONSTERPOCALYPSE

Scheduled to ship in September 2019.



**UBER CORP
GORGHADRON MONSTER
(RESIN AND WHITE METAL)**

PIP 51064 PI



**UCI INDUSTRIES
BUILDING (RESIN)**

PIP 51065 PI

RIOT QUEST

Scheduled to ship in September 2019.



**BLACK BELLA, DUCHESS OF
DREAD FIGHTER (WHITE METAL)**

PIP 63002 PI

**BOOMHOWLER, SOLO ARTIST
GUNNER (WHITE METAL)**

PIP 63003 PI



**GORMAN THE MAD ROGUE
(WHITE METAL)**

PIP 63006 PI



**HARLOWE HOLDEMHIGH SCOUT
(WHITE METAL)**

PIP 63004 PI



**THUNDERHEAD FORTRESS
FABRIC PLAYMAT**

PIP 63901 PI



**WIDGET, TINKER
EXTRAORDINAIRE SPECIALIST
(WHITE METAL)**

PIP 63007 PI

WARMACHINE

Scheduled to ship in September 2019.



**INFERNALS AGATHON, THE VOICE
IN THE DARKNESS MASTER (RESIN
AND WHITE METAL)**

PIP 38013 \$34.99



**MERCENARIES MENITE ARCHON
ARCHON SOLO (RESIN AND
WHITE METAL)**

PIP 41162 \$39.99



**MERCENARIES MORROWAN
ARCHON ARCHON SOLO (RESIN
AND WHITE METAL)**

PIP 41161 \$39.99



OBLIVION CAMPAIGN SET

PIP 25005 \$59.99

REAPER MINIATURES

BONES BLACK

**BONES MONTHLY ASSORTMENT
PACKAGE JUNE 2019**

PIP 97420 \$89.86

ALIEN OVERLORDS (3)

PIP 49001 \$7.99

ANDOWYN THRUSHMOOR

RPR 44014 \$3.49

BLOODWOLF

RPR 44025 \$3.99

BOAT

RPR 44032 \$3.99

BOLLARDS (12)

RPR 49004 \$4.99

BONES D VANDRA LUKESIA

RPR 44015 \$3.49

BUFO

RPR 44029 \$3.49

THE CRIMSON HERALD

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DREADMERE MERCENARIES (3)

RPR 44016 \$8.99

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RPR 44022 \$3.49

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RPR 44024 \$4.99

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RPR 44031 \$5.99

HIVEWARDEN

RPR 44023 \$6.99

JAKOB KNOCHENGARD

RPR 44013 \$3.49

JULIANA, HERBALIST

RPR 44017 \$3.49

MAGGOTCROWN BONESACK

RPR 44021 \$3.99

MUMLAK - DELUXE BOXED SET

RPR 44102 \$24.99

RAZORMOUTH

RPR 44026 \$3.99

REEVE PLANOMAP

RPR 44019 \$3.49

SHERIFF DRUMFASSER

RPR 44018 \$3.49

SLIGGS AND SQUARG (3)

RPR 49003 \$6.99

SPIRIT BEAST

RPR 44030 \$4.99

TERROR FISH

RPR 44027 \$3.99

TOOLBOTS (3)

RPR 49002 \$4.99

TORLAN

RPR 44028 \$4.99

BONES BLACK

Scheduled to ship in July 2019.

BONES MONTHLY ASSORTMENT PACKAGE JULY 2019

RPR 97421 \$101.58



IN AN ANCIENT
WORLD FORGOTTEN
BY TIME, ENORMOUS
TITANS TERRORIZE
THE LAND.

This second edition includes:

New or updated art on almost every card and token.
Expanded gameplay. Titans now attack you!
Larger, revised player boards, now with special abilities.
A new resource: Ambrosia! (40 custom plastic pieces!)
Revised district and empire cards.



\$59.99

RVM021

040232297007

2-4 Players

60-90 Min.

Ages 13+



Available June 2019



ARMORBACK DEMOLITIONIST
RPR 49007 \$3.49



BERGAMOT, HALFLING SCOUT
RPR 44037 \$3.49



BLOODCREST SHARPSHOOTER
RPR 49005 \$3.49



BLOODSTONE GNOME HEROES (2)
RPR 44048 \$5.99



BLOODSTONE GNOME WARRIORS (3)
RPR 44041 \$6.99



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DEEP GNOME HEROES (2)
RPR 44047 \$5.99



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RPR 44035 \$6.99



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RPR 44043 \$4.99

KING COBRA - DELUXE BOXED SET
RPR 44103 \$24.99



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RPR 44039 \$3.99



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RPR 44049 \$4.99



THUNDERFOOT COMMANDER
RPR 49006 \$3.99



TROGOLODYTES (3)
RPR 44046 \$8.99



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RPR 44036 \$8.99

BONES BLACK

Scheduled to ship in August 2019.

BONES MONTHLY ASSORTMENT PACKAGE AUGUST 2019

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ACIDIC OOZE
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BURROWING BEHEMOTH
RPR 44058 \$5.99



DREADMERE TORTOISE & DRAYMAN
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RPR 44063 \$3.99



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GLOOM STALKER
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DAMARIS, DUSKWARDEN
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HORNSLASHER
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RPR 44052 \$3.49



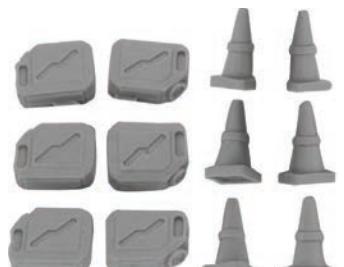
BLOODSTONE GNOME CAVALRY
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RPR 49010 \$3.99



MAGGOTCROWN MEN AT ARMS (3)
RPR 44034 \$8.99

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**AQUICORN COVE** (RGS02016)

- A storm has destroyed a small coastal village! Help them rebuild!
- Monitor the health of the reef and the magical Aquicorns!
- Find the right balance to grow the village and restore the reef ecosystem!

MSRP: \$35 Ages: 10+ 2-4 Players 30-60 Min

November Release!

**CLIPCUT: PARKS** (RGS02047)

- Shape your city parks with every careful cut!
- Roll the die, cut out your plan, build your park!
- Includes the Grand Park Expansion!

MSRP: \$25 Ages: 8+ 1-4 Players 30 Min

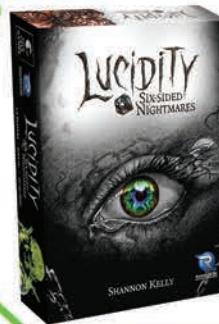
October Release!

**LUCIDITY** (RGS00804)

- Enter the dream world but avoid becoming corrupted!
- Draw power from the Nightmares by manipulating your dice!
- Push your luck too far and become a Nightmare, hunting the remaining Dreamers!

MSRP: \$30 Ages: 14+ 1-4 Players 20-30 Min

Available Now!

**KIDS ON BIKES
STRANGE ADVENTURES VOL 2** (RGS04884)

- 17 unique town settings and 3 adventure prompts created by seasoned writers!
- Give your bike stats that will impact your character!
- Powered by the Kids on Bikes system!

MSRP: \$19.99 Designer: John Gilmore and Doug Levandowski

Cover Artist: Heather Vaughan

October Release!

**THE NORTH SEA EPILOGUES GM'S SCREEN** (RGS04851)

- Conveniently organized quick reference rules info for The North Sea Epilogues RPG
- Beautiful full panel illustration by famed artist, The Mico
- For use with the RPG set in the Raiders of the North Sea world.

MSRP: \$15 August Release!

RENEGADE
GAME STUDIOSwww.renegadegames.com



CLANK! EXPEDITIONS: TEMPLE OF THE APE LORDS (RGS02044)

- Travel deep in the jungle on this new expedition!
- Collect valuable relics from the lost civilization of the Ape Lords!
- Carefully navigate through the passages and avoid the mechanical guardian!

MSRP: \$20 Ages: 13+ 2-4 Players 60 Min

September Release!

NEW RELEASE



CLANK! LEGACY: ACQUISITIONS INCORPORATED (RGS02037)

- Shape your world -- the choices you make affect your story, your board, and your cards!
- Climb the corporate adventuring ladder in a fantastical 10+ game campaign!
- Continue your story with a unique and fully replayable post-campaign game!

MSRP: \$100 Ages: 13+ 2-4 Players 60 Min

September Release!

NEW RELEASE



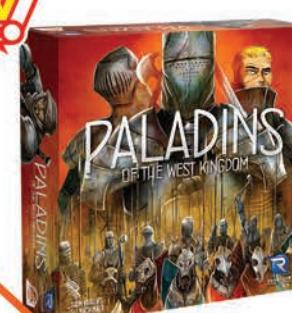
PALADINS OF THE WEST KINGDOM (RGS02033)

- Enlist the help of your Paladins to defend your city!
- Increase your faith, strength and influence with the help of a selected Paladin each round.
- Victory will be won through building, commissioning monks, and confronting outsiders.

MSRP: \$55 Ages: 12+ 1-4 Players 90-120 Min

October Release!

NEW RELEASE



CIRCADIANS: FIRST LIGHT (RGS02021)

- As starfaring Circadians, you must negotiate with the three local clans for their favor
- Collect samples for the depository on Moontide while respecting the world and its hosts
- Includes an intuitive Solo Mode with 4 different difficulty levels

MSRP: \$60 Ages: 12+ 1-4 Players 60-90 Min

September Release!

NEW RELEASE



GATES OF DELIRIUM (RGS00837)

- Find the truth behind the ancient tomes that speak of evil monstrosities!
- Sane or Insane round? Each plays differently with separate goals and actions!
- From the Designers of the award-winning card game, Lotus!

MSRP: \$40 Ages: 14+ 2-4 Players 45 Min

September Release!

NEW RELEASE



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RESONYM GAMES



MECHANICA

Build the best robot factory out of puzzle piece tiles! Each turn players create basic robots and move them down their assembly lines through the improvements they've snapped into their factories. Scheduled to ship in September 2019.

RES MECH.....\$39.00

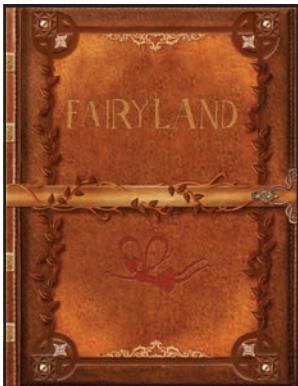
RESTORATION GAMES

UNMATCHED BATTLE OF LEGENDS,
VOL. 1 KING ARTHUR, ALICE,
MEDUSA, SINBAD

Restoration of the 2002 tactical miniatures skirmish game, *Epic Duels*, featuring custom asymmetrical action decks for each hero: Alice, King Arthur, Sinbad, and Medusa. In battle, there are no equals. Scheduled to ship in September 2019.

REO 9300\$39.95

ROGUE GAMES

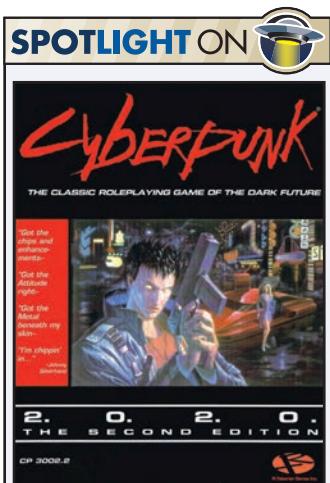


FAIRYLAND RPG

It is time to leave the real world behind and return to the world of your childhood: *Fairyland*. A land where anything is possible and your imagination is your guide. From tiny smug black cats to little green dragons, and even yourself, now is the time for you to tell your story and be the hero you want to be. Richard Lorio (*Colonial Gothic* and *Shadow, Sword & Spell*) presents a game perfect for the whole family. Using simple mechanics, and allowing you to be anything you want, *Fairyland* stress one thing: imagination. Scheduled to ship in August 2019.

RUG 2501\$29.99

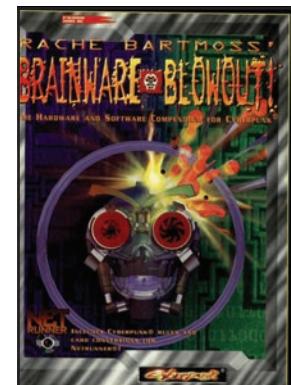
R. TALSORIAN GAMES



CYBERPUNK 2020

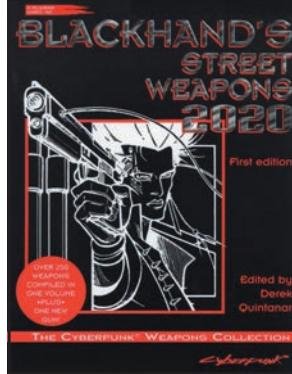
The Future never looked so bad. But you can change it. Because you're Cyberpunk. *Cyberpunk*: the original roleplaying game of the dark future; a world of corporate assassins, heavy-metal heroes and brain burning cyberhackers, packed with cutting edge technology and intense urban action. Within this book, you'll find everything you need to tackle the mean streets of the 2000's - in a game system that combines the best in realistic action and playability.

RTG CP3002\$30.00

CYBERPUNK 2020:
BARTMOSS BRAINWAVE

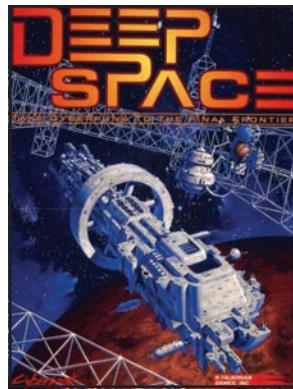
Rache Is Back — And He's Got Your Brain! Don't panic! He's just borrowing your squishy cerebellum long enough to download Rache Bartmoss' Brainwave Blowout, the ultimate compendium of Netrunner hardware and software. This file contains every cyberdeck, program, and piece of related electronics ever published by R. Talsorian Games. But that's not all: He's also pirated over a hundred new examples of hardware and software created by Wizards of the Coast for the wildly successful Netrunner card game and adapted them for use in your *Cyberpunk* game!

RTG CP3521\$15.00

CYBERPUNK 2020:
BLACKHAND'S WEAPONS

In this, the definitive guide to street weaponry, noted Solo Morgan Blackhand has compiled statistics and information on every knife, pistol, submachine gun, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capability, availability it's all in here. Plus, it's packed with illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you. Gunheads take note if it has the potential to make things scream and bleed, it's in this book. Don't be caught in a dark alley without it.

RTG CP3461\$12.00



CYBERPUNK 2020: DEEP SPACE

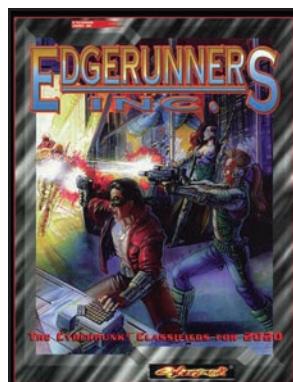
Enter the Future of *Cyberpunk* with Deep Space, the continuation of the Near Orbit saga. The timeline has been extended to 2025 as the first generation of Highriders struggle for freedom from groundstar control. Lunar colonies are the norm, and the skies are crowded with corporations jockeying for position on this new economic frontier. At the same time, government and private enterprise take their first steps on Mars and into the Belt, in search of knowledge and resources. And what will new missions find inside the Gas Giants? Let your *Cyberpunk 2020* campaign break the shackles of Earth, and reach for the unknown with ... *Deep Space*

RTG CP3211\$16.00

CYBERPUNK 2020:
CHROMEBOOK 1 AND 2

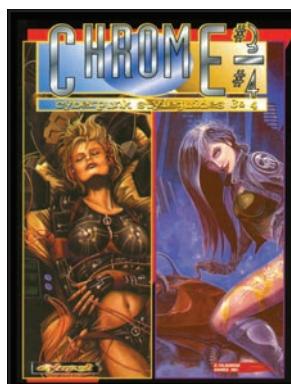
The cyber-style catalogs for the cyber-suave; don't go shopping without one! Weapons, cyberware, vehicles, fashions, food, gadgets, cyberpets, even where to shop! From full-body replacement to mini-jets, the Chromebooks are equally useful to high-rise Corps and Fixers on the Street. These books tell you what to do with those hard-earned Eurobucks once you've finished that *Cyberpunk* adventure. *Chromebooks*: because image is everything, and out of fashion is out of work.

RTG CP3531\$25.00

CYBERPUNK 2020:
EDGERUNNER, INC

A full-service organization dedicated to providing enterprising Edgerunners with high-quality temporary employment. Join our organization and engage in covert (and not so covert) missions. You'll deal with more than ten corporations and receive dossiers on over two dozen useful Edgerunners who, like yourself, are looking for ways to stack up some fast euro.

RTG CP3391\$14.00

CYBERPUNK 2020:
CHROMEBOOK 3 AND 4

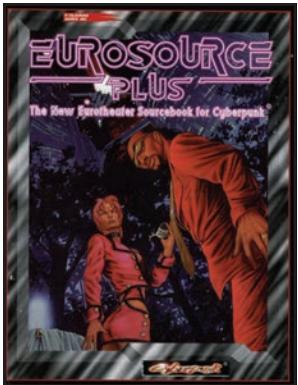
The cyber-style catalogs for the cyber-suave; don't go shopping without one! Weapons, cyberware, vehicles, fashions, food, gadgets, cyberpets, even where to shop! From full-body replacement to mini-jets, the Chromebooks are equally useful to high-rise Corps and Fixers on the Street. These books tell you what to do with those hard-earned Eurobucks once you've finished that *Cyberpunk* adventure. *Chromebooks*: because image is everything, and out of fashion is out of work.

RTG CP3511\$25.00



GAMES

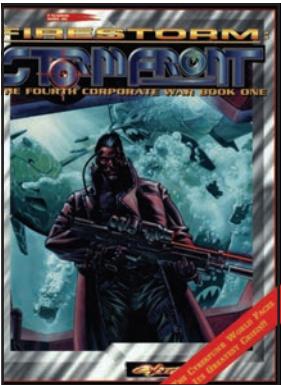
IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



CYBERPUNK 2020: EUROSOURCE PLUS

Eurosouce Plus is the guide to style-conscious Cyberpunk Europe, 2010-2020. Drawing on the depth of coverage introduced in our famous Pacific Rim Sourcebook, R. Talsorian give you what you need to run a single character from — or a whole campaign about — the European Community.

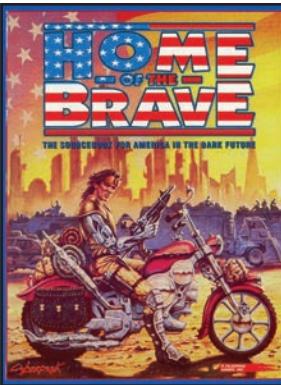
RTG CP3421\$16.00



CYBERPUNK 2020: FIRESTORM - STORMFRONT

It was supposed to be a routine 'hostile takeover': that polite euphemism that covers mass assassination and covert business warfare in the Dark Future. But now the two heaviest hitters in the Cyberpunk reality are rushing at mach speed towards a head-to-head collision that will shatter the world! And you're right in the middle — caught in the crossfire as corporate giants Militech and Arasaka help their clients wage a war under the waves and then take the battle directly — and viciously — to each other.

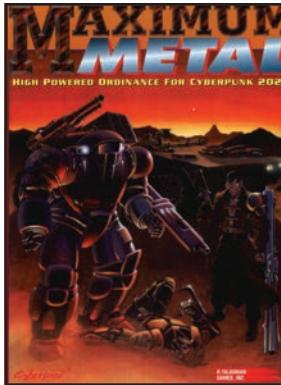
RTG CP3481\$20.00



CYBERPUNK 2020: HOME OF THE BRAVE

A detailed examination of the politics, society, economics, military and landscape of America in Cyberpunk 2020.

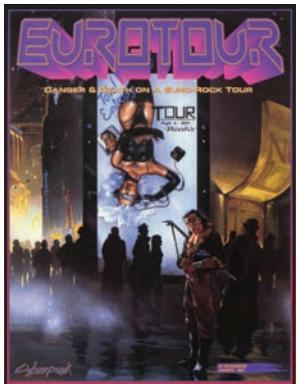
RTG CP3221\$16.00



CYBERPUNK 2020: MAXIMUM METAL

Blazing Tanks, Screaming Jet Fighters, and Stomping Power Armor. Helicopters chasing a motorcyclist through twisting city streets; Corporate armor at war in some Third World country; huge metal forms crash a corporate board meeting — This is Maximum Metal in action! Maximum Metal is the military vehicle and powered armor supplement that 'tops off' the Cyberpunk 2020 combat system.

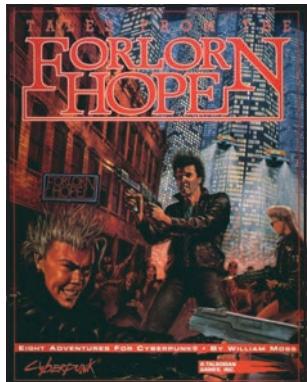
RTG CP3191\$18.00



CYBERPUNK 2020: EUROTUR

Big Cities, Bright Lights, Beautiful Women & Limo Aerodynes Music means money, and money means trouble. So what better place for a bunch of ice-cool Cyberpunk characters than the entourage of Jack Entropy, chart-topping badboy of the independent stateside music biz? Join in six adventures based around his triumphal tour of Europe. Chill music, hot action, Brit streetcum, French goldenkids, rebels, cops, riots, parties, thieves, and martyrs. Just jack in here, smartboy, and see if you can cut it — Eurostyle.

RTG CP3131\$12.00



CYBERPUNK 2020: FORLORN HOPE

John 'Professor' Freeman, Captain of LRT-601, builds a bar as a rallying point for his former teammates, and a haven for other SouthAm vets. He calls it The Forlorn Hope — a place where soldiers and solos can fraternize with others that 'speak the language' and know the nerves that come with living hard and fast. Today, the regulars at the Hope continue to run the Edge, across the country and around the world. And you can be there with them in 8 different adventures, from a corporate extraction with a twist, to a murder investigation gone bad, to a monster hunt in the wilds of Eastern Europe! Pay your dues and become a member of the most exclusive solo fraternity around — The Forlorn Hope!

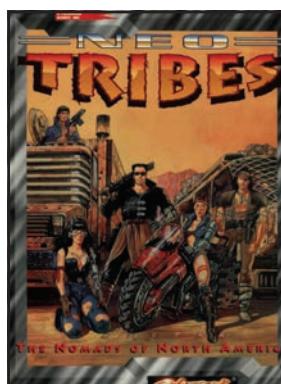
RTG CP3121\$12.00



CYBERPUNK 2020: LISTEN UP

The Referee Book. Dirty tricks from some of our most opinionated authors as well as the creator himself.

RTG CP3291\$14.00



CYBERPUNK 2020: NEOTRIBES

In 2020's America, the urban sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, coyotes, jackrabbits ... and the NeoTribes. The NeoTribes — nomads who have given up life under florescent light and eating pre-pack, in exchange for starlight and freedom and a life of riding the range, living their own way. NeoTribes is a complete view of nomad culture in the wilds of post-collapse America.

RTG CP33711\$14.00



CYBERPUNK 2020: LIVE AND DIRECT

In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence — the ability to shape perceptions, opinions, and even emotions of billions of people worldwide — that ensures the power of the media. After all, it's larger than life, a projection of dreams and hopes for all to see and share...

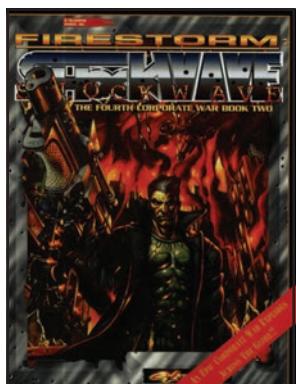
RTG CP3431\$14.00



CYBERPUNK 2020: NIGHT CITY

The monster sourcebook on the definitive Cyberpunk setting.

RTG CP3501\$22.00



CYBERPUNK 2020: FIRESTORM - SHOCKWAVE

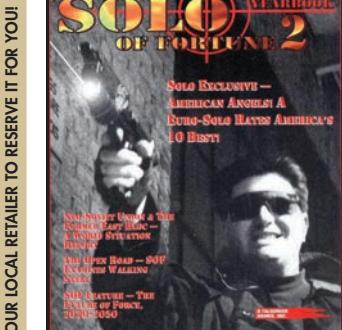
You knew it had to happen: the Big Boys on the Corporate Block, ARASAKA and MILITECH have pulled off the gloves in a no-holds-barred slugfest for control of the arms market — and the planet. Now, as brutal battles turn cities around the globe into rubble, Edgerunners everywhere are being fed into the meatgrinder of full-on corporate war. No

'covert, low-intensity, cover-your-tracks' type of operation here — no, we're talkin' howling down the street, guns blazing as enemy fire rips up the pavement missions using state-of-the-art tools of mass destruction. This cyberwar sourcebook has something for everyone.

RTG CP3491\$20.00

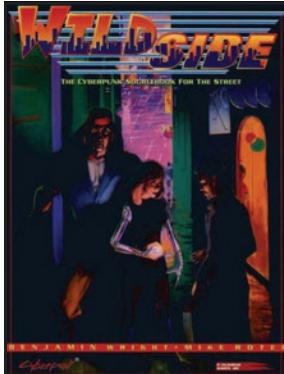


GAMES



CYBERPUNK 2020: WHEN GRAVITY FALLS

Come to the Casbah of 2202! R. Talsorian Games brings you the rules and background to put your campaign into the world of the George A. Effinger novel. This supplement (written with assistance and input by the author) includes a study of Islam in the Future, personality modifying chips, new mind-altering substances, the technology of WGF, and a Cyberpunk adventure with a sexy twist...
RTG CP3601 \$12.00



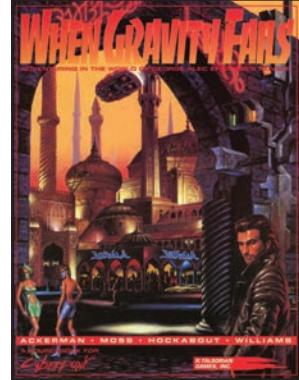
CYBERPUNK 2020: PACIFIC RIM

This is the Edge of the Cyberpunk gaming world: Hawaii to China, Japan to New Zealand. The 'Rim' has it all: commerce, smuggling, piracy, and revolutions. This region is a place of surprising contradictions and diversity. It's all in this travel-style guide: Nineteen different countries toured in detail, with NPCs and Adventure Hooks highlighted, plus regional maps. Need the inside on the Outside? You want the *Pacific Rim* Sourcebook: your guide to the Mysteries of the East.

RTG CP3311 \$16.00

CYBERPUNK 2020: SOLO OF FORTUNE #2

The modern Solo needs information in a concise and timely manner — and we at Solo of Fortune magazine are dedicated to meeting that need. In this year-end annual, we present some of the best of the last seven years, including all your most-requested features.
RTG CP3361 \$16.00

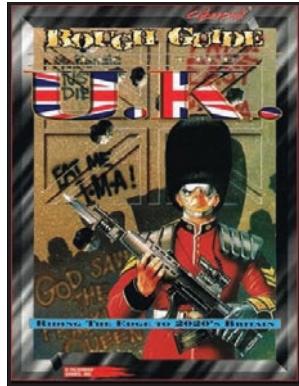
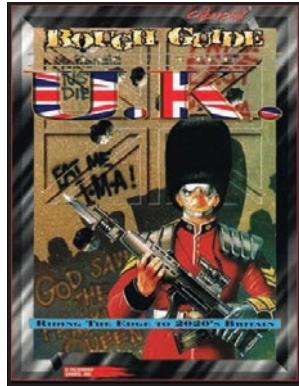


CYBERPUNK 2020: WILDSIDE

Not just for Fixers. Grunty, nervous, menacing, claustrophobic and disturbing. Loan sharks, smugglers, fences and mobsters.
RTG CP3271 \$14.00

CYBERPUNK 2020: ROUGH GUIDE TO THE UK

A dark and dirty future campaign in the U.K. Written by the English group, Voodoo Penguin. The flip side of Europe glitz.
RTG CP3281 \$14.00



SPOTLIGHT ON



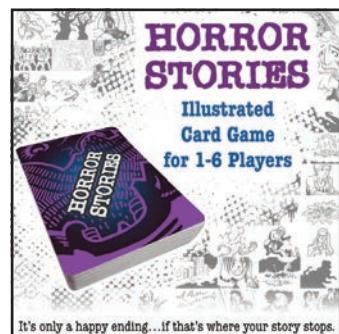
THE WITCHER RPG

In the midst of the 3rd Nilfgaardian War Geralt of Rivia, the White Wolf, scours the Continent for traces of his lost love! But this is not the only tale. A million other stories play out across the vast continent and you are right in the middle of one of them! *The Witcher Pen & Paper RPG* allows you to tell your own story in the world of *The Witcher!* Adventure across the Continent, interacting with living legends and influencing the politics of the land! Fight in the brutal and horrific Third Nilfgaardian War. Or play out your own adventure as you avoid death and dismemberment!
RTG WI11001 \$50.00

SANGUINE PRODUCTIONS

HORROR STORIES CARD GAME

The only certainty is uncertainty, the only order is chaos. *HORROR STORIES* is a tale of your own devising, you and your fellow players tell the story of some ordinary individual, as terrors begin to reveal themselves. But each of you is trying to tell a different story. Is it about bravery? Fear? Hope? Or inevitable tragedy? What will decide the fate of our heroes? Only the luck of the draw and the choices that you make. Scheduled to ship in August 2019.
SGP X001 \$19.95



It's only a happy ending...if that's where your story stops.

SIRIUS DICE

FEATURED ITEM


FEATURED ITEM



SDZ 0003-05



SDZ 0003-04



SDZ 0003-03



SDZ 0003-01



SDZ 0003-02

RPG DICE

Scheduled to ship in August 2019.

D20 PREMIUM VARIETY PACK SDZ 0003-05	\$90.00
D20 VARIETY PACK SDZ 0003-04	\$50.00
GUMMIES (7) SDZ 0003-03	\$16.00
NORTHERN LIGHTS (7) SDZ 0003-01	\$16.00
TAHITIAN SUNSET (7) SDZ 0003-02	\$16.00

S7 GAMES

SPOTLIGHT ON



WAR OF THREE KINGDOMS: THE CARD GAME

Based on the hit Japanese video game, Sangokushi Taisen by SEGA, War of Three Kingdoms: The Card Game takes place during a legendary period in history where the kingdoms of Wei, Shu, and Wu openly warred for control of ancient China. Scheduled to ship in October 2019.

SH7 440701 \$29.99

SLEEVE KINGS

SLEEVES

BETRAYAL AT HOUSE COMPATIBLE SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 58mm X 108mm (110)
SLK 8822 \$3.00
90 MICRONS 58mm X 108mm (55)
SLK 9922 \$3.00



BLOOD BOWL COMPATIBLE SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 78mm X 113mm (110)
SLK 8819 \$3.00
90 MICRONS 78mm X 113mm (55)
Scheduled to ship in October 2019.
SLK 9919 \$3.00



CARD GAME SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 63.5mm X 88mm (110)
SLK 8810 \$2.50
90 MICRONS 63.5mm X 88mm (55)
SLK 9910 \$2.50



EURO SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 59mm X 92mm (110)
SLK 8809 \$2.50
90 MICRONS 59mm X 92mm (55)
SLK 9909 \$2.50



MAGNUM DIXIT SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 80mm X 120mm (110)
SLK 8816 \$3.00
90 MICRONS 80mm X 120mm (55)
Scheduled to ship in October 2019.
SLK 9916 \$3.00



MINI EURO SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 45mm X 68mm (110)
SLK 8803 \$2.00
90 MICRONS 45mm X 68mm (55)
Scheduled to ship in October 2019.
SLK 9903 \$2.00



MINI SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 41mm X 63mm (110)
SLK 8801 \$2.00
90 MICRONS 41mm X 63mm (55)
SLK 9901 \$2.00



MAGNUM LOST CITIES SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 70mm X 110mm (110)
SLK 8813 \$3.00
90 MICRONS 70mm X 110mm (55)
Scheduled to ship in October 2019.
SLK 9913 \$3.00



MEDIUM SQUARE SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 80mm X 80mm (110)
SLK 8815 \$3.00
90 MICRONS 80mm X 80mm (55)
Scheduled to ship in October 2019.
SLK 9915 \$3.00



SAILS OF GLORY SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 50mm X 75mm (110)
SLK 8804 \$2.50
90 MICRONS 50mm X 75mm (55)
Scheduled to ship in October 2019.
SLK 9904 \$2.50



MINI CHIMERA SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 43mm X 65mm (110)
SLK 8802 \$2.00
90 MICRONS 43mm X 65mm (55)
Scheduled to ship in October 2019.
SLK 9902 \$2.00



SLEEVE FINDER PLAYMAT

Scheduled to ship in September 2019.
SLK 8888 \$5.00

**SMALL SQUARE SLEEVES**

60 MICRONS 70mm X 70mm (110)	Scheduled to ship in September 2019.
SLK 8812	\$2.50
90 MICRONS 70mm X 70mm (55)	Scheduled to ship in October 2019.
SLK 9912	\$2.50

SPACE ALERT**COMPATIBLE SLEEVES**

60 MICRONS 60mm X 102mm (110)	SLK 8823	\$3.00
60 MICRONS 67mm X 103mm (110)	SLK 8829	\$3.00
90 MICRONS 60mm X 102mm (55)	SLK 9923	\$3.00
90 MICRONS 67mm X 103mm (55)	SLK 9929	\$3.00

**SPACE BASE COMPATIBLE SLEEVES**

60 MICRONS 40mm X 89mm (110)	Scheduled to ship in September 2019.
SLK 8817	\$2.50
90 MICRONS 40mm X 89mm (55)	Scheduled to ship in October 2019.
SLK 9917	\$2.50

**STANDARD CHIMERA SLEEVES**

60 MICRONS 57.5mm X 89mm (110)	Scheduled to ship in September 2019.
SLK 8808	\$2.50
90 MICRONS 57.5mm X 89mm (55)	Scheduled to ship in October 2019.
SLK 9908	\$2.50

**STANDARD SLEEVES**

60 MICRONS 56mm X 87mm (110)	Scheduled to ship in September 2019.
SLK 8807	\$2.50
90 MICRONS 56mm X 87mm (55)	Scheduled to ship in October 2019.
SLK 9907	\$2.50

**SUPER LARGE SLEEVES**

60 MICRONS 102mm X 127mm (110)	Scheduled to ship in September 2019.
SLK 8820	\$3.50
60 MICRONS 89mm X 146mm (110)	Scheduled to ship in September 2019.
SLK 8831	\$3.50
90 MICRONS 102mm X 127mm (55)	Scheduled to ship in October 2019.
SLK 9920	\$3.50
90 MICRONS 89mm X 146mm (55)	Scheduled to ship in September 2019.
SLK 9931	\$3.50

**TINY EPIC COMPATIBLE SLEEVES**

60 MICRONS 88mm X 125mm (110)	Scheduled to ship in September 2019.
SLK 8818	\$3.00
90 MICRONS 88mm X 125mm (55)	Scheduled to ship in October 2019.
SLK 9918	\$3.00

WAR HAMMER QUEST COMPATIBLE SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 75mm X 110mm (110)
SLK 8825
90 MICRONS 75mm X 110mm (55)
SLK 9925

WOTR COMPATIBLE SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 68mm X 120mm (110)
SLK 8830
90 MICRONS 68mm X 120mm (55)
SLK 9930

**WOTR TAROT SLEEVES**

60 MICRONS 70mm X 120mm (110)	Scheduled to ship in September 2019.
SLK 8814	\$3.00
90 MICRONS 70mm X 120mm (55)	Scheduled to ship in October 2019.
SLK 9914	\$3.00

XXL SUPER LARGE SLEEVES

Scheduled to ship in September 2019.
60 MICRONS 101.5mm X 153mm (110)
SLK 8832
90 MICRONS 101.5mm X 153mm (55)
SLK 9932

**XXXL SUPER LARGE SLEEVES**

Scheduled to ship in September 2019.
60 MICRONS 101.5mm X 203mm (110)
SLK 8833
90 MICRONS 101.5mm X 203mm (55)
SLK 9933

**YUCATAN SLEEVES**

60 MICRONS 54mm X 80mm (110)	Scheduled to ship in September 2019.
SLK 8806	\$2.50
90 MICRONS 54mm X 80mm (55)	Scheduled to ship in October 2019.
SLK 9906	\$2.50

ZOMBIKIDE COMPATIBLE SLEEVES

Scheduled to ship in September 2019.

60 MICRONS 76mm X 88mm (110)	\$3.00
SLK 8827	\$3.00

90 MICRONS 76mm X 88mm (55)
SLK 9927

SMIRK & DAGGER**CUTTHROAT CAVERNS:****ANNIVERSARY EDITION**

Without Teamwork, You'll Never Survive. Without Betrayal, You'll Never Win! *Cutthroat Caverns*, one of our most critically acclaimed titles, is a devious, semi-cooperative, emotionally-charged game of betrayal and kill stealing in a classic fantasy setting, where you decide how hard or light to strike to assure you land the killing blow. But mess with each other too much and the whole party will die, without a winner. This *Anniversary Edition* is a beautifully envisioned reboot, upgrading the art, materials and rules set. Scheduled to ship in September 2019.

SND 0047

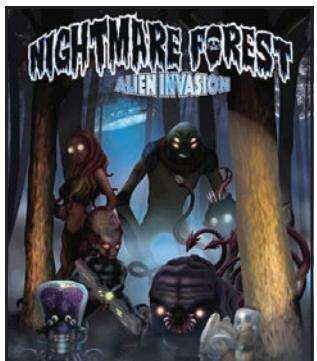
\$34.99

SOLARFLARE GAMES**OFFERED AGAIN****O/A NIGHTMARE FOREST: DEAD RUN**

As a critter-filled zombie infestation strikes in the darkness, you must run for your life to escape a forest overrun with the furry undead! Blinded and frantic, you blaze your own trail. Will you be the lone survivor to get back to the car and make it out alive? As the monsters grow ever-tougher, your decisions on when to push forward, when to utilize the little gear you can get your hands on, and when to use others as critter-bait will be the difference between success and being devoured in the *Nightmare Forest*!

SRF 0300

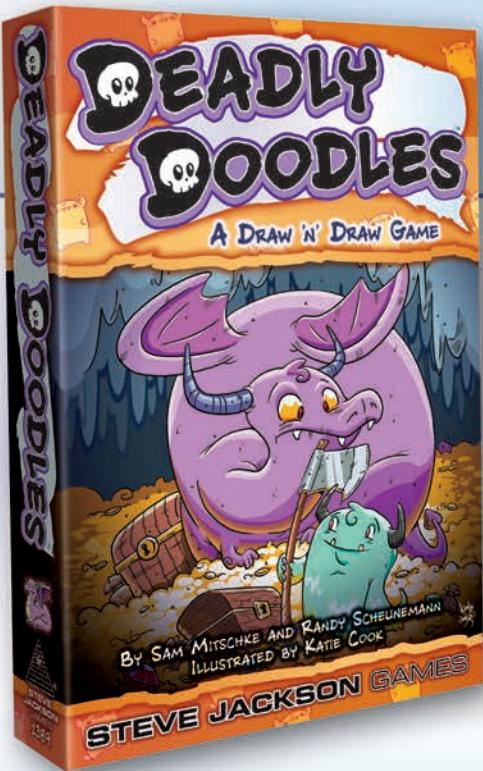
\$29.99

**O/A NIGHTMARE FOREST: ALIEN INVASION**

In *Alien Invasion*, a standalone expansion for *Nightmare Forest*, you and your friends have returned to the forest and found it overrun with Alien invaders! Expose Aliens, fiendish Traps, useful Gear, or valuable Allies in your quest to defeat the invading Aliens before they summon the rest of their forces and conqueror the planet!

SRF 0301

\$29.99



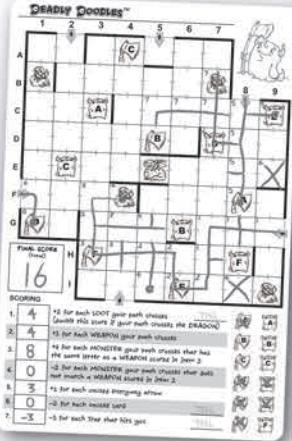
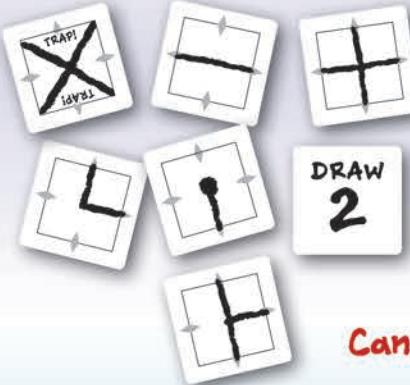
DEADLY DOODLES

A DRAW 'N' DRAW GAME

Collect loot and weapons!

Fight monsters . . .

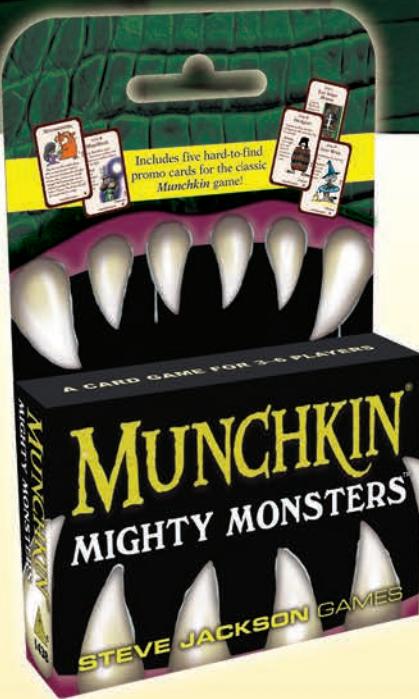
or run away screaming!



Can you defeat the dragon
for the big score?

deadlydoodles.sjgames.com

MUNCHKIN® MIGHTY MONSTERS™



In this stand-alone card game, you and your monster buddies are hanging out in the dungeon, just waiting to wallop some munchkins . . . but if you get stuck and can't play a card, the munchkins wallop you instead!



munchkin.game

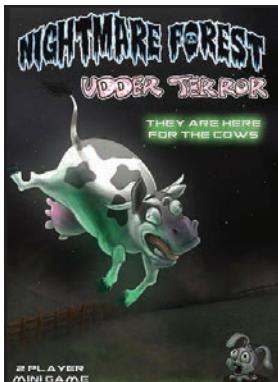


Pick up a copy from your Friendly Local Game Store this month!
We'll have both at Gen Con . . . stop by our booth (#1401) to play before you buy!



GAMES

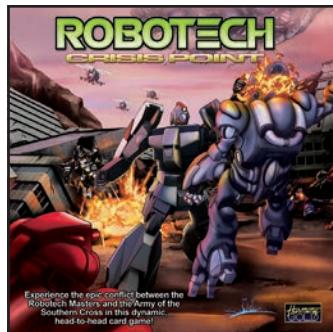
IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



O/A NIGHTMARE FOREST: UDDER TERROR

The Aliens are here - and they need our bovines! You and your alien friend have decided to make it a competition to see who can get the most cows for investigation and cultivation. Herd cattle and jockey your ships around to be in the best locations to focus your tractor beams and capture the best beef on the hoof in *Udder Terror*, a 2-player, head-to-head mini-game set in the *Nightmare Forest* universe.

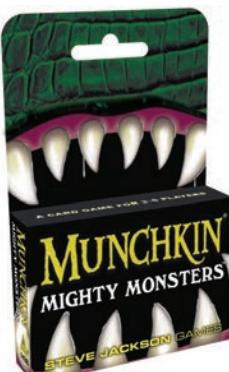
SRF 0302 \$9.00



O/A ROBOTECH: CRISIS POINT

The Second Robotech War rages! One player leads the plotting, scheming, desperate Robotech masters, while the other player commands the valiant and determined Army of the Southern Cross. In this head-to-head card game, players are engaged in conflict for control of the Earth, each side pitting their varied infantry and mecha-based units against each other in an all-out war with only one victor. In addition to their mecha and weapons, players wield powerful command actions and amazing heroes to turn the tide of conflict and ensure victory.

SRF 0602 \$29.99

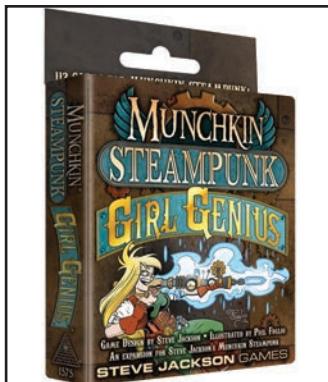


MUNCHKIN MIGHTY MONSTERS

A fast-playing, stand-alone card game based on the world of Steve Jackson's best-selling *Munchkin*. You and your monster buddies are hanging out in the dungeon, just waiting to wallop some munchkins... but there are just too many of them! Play cards by matching either the rank or color of the last card played. Be careful if you get stuck and can't play a card, bad stuff happens to the munchkins wallop you instead! The first player that gets walloped three times loses the game, and everyone else wins!

Scheduled to ship in September 2019.

SGJ 1438 \$9.95



MUNCHKIN STEAMPUNK: GIRL GENIUS

The long-running, fan-favorite web comic *Girl Genius* joins the wacky, steam-powered fun of *Munchkin Steampunk* in this new 112-card expansion! Designed by Steve Jackson and illustrated by *Girl Genius* creator Phil Foglio, it includes new Spark tokens that give extra bonuses to the players... and *Munchkin* players love extra bonuses! Scheduled to ship in September 2019.

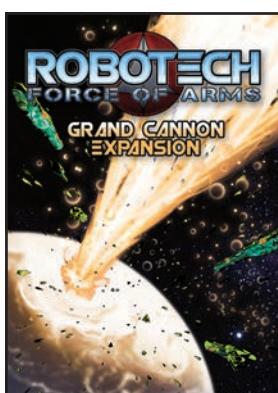
SGJ 1575 \$21.95



O/A ROBOTECH: FORCE OF ARMS CARD GAME

Will you attempt to capture the SDF-1, recover the secrets of Protoculture and destroy the Earth? Can you protect the SDF-1 and defend the Earth from the assault of The Zentraedi? *ROBOTECH: Force of Arms* is a two player strategic game where the players take on the roles of the brave RDF (Robotech Defense Force) and their galactic nemesis, The Zentraedi. Gain battle supremacy by maneuvering your warships and deploying mecha. Victory points are accumulated by defeating the enemy ships and protecting your own. You will utilize fearless heroes and dynamic commands to protect your forces and annihilate the opposition.

SRF 0600 \$19.85



O/A ROBOTECH: GRAND CANNON EXPANSION

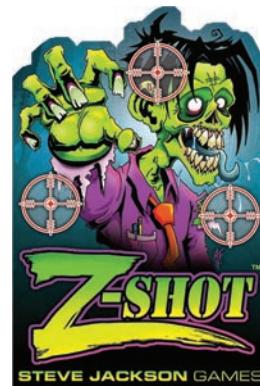
SolarFlare Games brings you a free expansion to the popular *Robotech: Force of Arms* game. This booster pack of cards adds the Grand Cannon to the game, as well as additional heroes and commands to expand the game play and strategy of *Force of Arms*. Pick this booster pack up today and expand the scope of battle of the RDF versus the Zentraedi in the First Robotech War!

SRF 0601 FREE

Z SHOT

Aim For The Head! Players use the 12 bullet-shaped dice to eliminate zombies from their score sheet. Take out all 12 zombies and win! Zombies are always popular and the unique dice in this game give it fantastic table presence. It's easy enough for kids to play and fast enough not to bore them before it's done but it's just as much fun for adults, too! Scheduled to ship in September 2019.

SGJ 131344 \$19.95



STRONGHOLD GAMES

DIAMONDS 2ND EDITION

Diamonds is a trick-taking card game in which players collect Diamonds not cards bearing that suit, mind you, but rather actual Diamond Crystals (acrylic crystals) included in the game. What makes the game of *Diamonds* different from other trick-taking card games is that when you cannot follow suit you get a Suit Action based on what suit you do play. Whoever has the most points in Diamond Crystals at the end of the game wins!

Scheduled to ship in September 2019.

SHG 00012 \$24.95

STEVE JACKSON GAMES



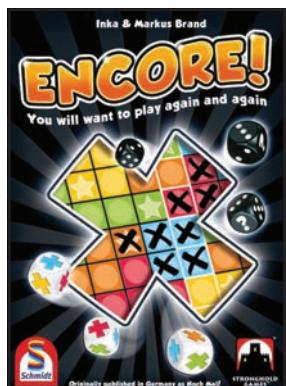
DICE BAGS

What should you do if you have too many dice? (Well, that's silly, because you can NEVER have too many dice!) But what you COULD do is pick up this dicebag! This striking (and roomy) fantasy-themed dice bag will help you keep all those treasures right at your fingertips. The drawstring bag is made of blue fabric, lined with black satin, and holds more than 100 assorted dice! These 6" x 9" bag will be a valuable addition to your next game day, no matter where you play! Scheduled to ship in September 2019.

\$11.95

LICH SJG 5211 \$11.95

SKELETONS SJG 5210 \$11.95



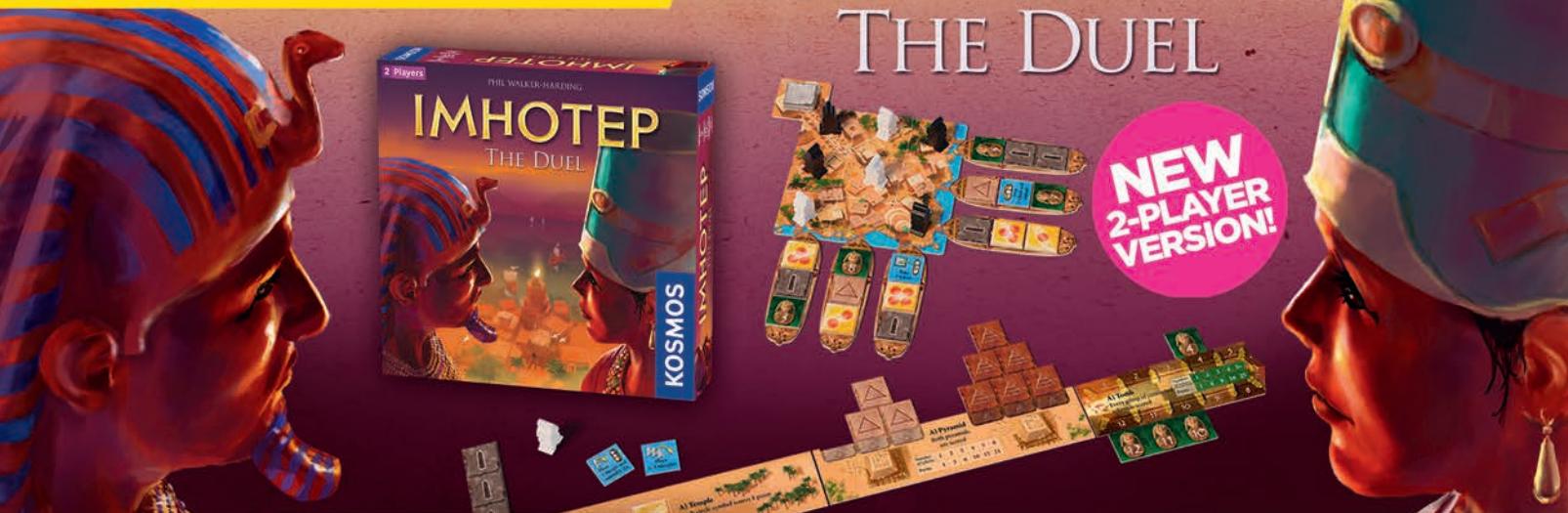
ENCORE!

Encore! is a great roll & write game that allows everyone to play at the same time! A player rolls all 6 dice, picks 2, and crosses out the results. The other players select 2 of the remaining dice and cross out the results for themselves. Points are earned by completing a column, and bonus points can be earned by crossing out boxes of the same color. Be the first player to finish a column to earn the most points! *Encore!* will provide hours of addictive entertainment, and you'll want to play again and again!

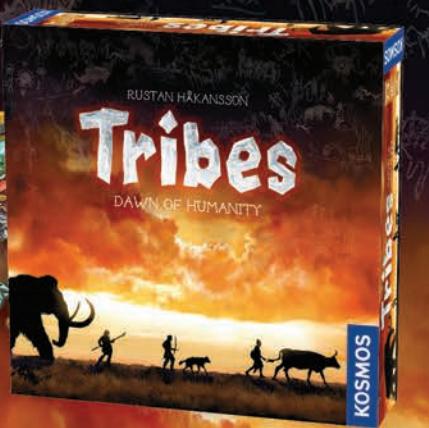
SHG 6029 \$19.95

**3 EXCITING NEW GAMES
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TO GREATNESS!**

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GAME IN
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ESCAPE
GAME YET!**



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THAMES & KOSMOS

**ADVENTURE GAMES:
MONOCHROME INC.**

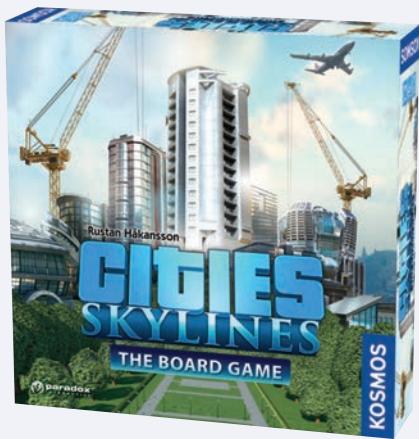
A thrilling adventure set in the headquarters of *Monochrome Inc.*, a biotech company with some nasty secrets. You manage to get inside, and then it's up to you to figure out what to do. Similar to a PC adventure game, players have to explore spaces, combine items, find clues, and talk to people. Step by step, you'll start to grasp the plot and devise a plan. A fascinating story unfolds with each action. Teamwork makes the dream work. Scheduled to ship in October 2019.

TAK 695132.....\$19.95

**ADVENTURE GAMES:
THE DUNGEON**

You wake up in a dank dungeon. It seems impossible to find your way out, especially since none of you can remember what brought you there. Similar to a PC adventure game, players have to explore spaces, combine items, find clues, and talk to people. Step by step, you'll start to grasp the plot and devise a plan to escape. Leave no stone unturned. Exciting to the end. This board game has simple rules and can be played multiple times. Scheduled to ship in October 2019.

TAK 695088.....\$19.95

SPOTLIGHT ON**CITIES: SKYLINE**

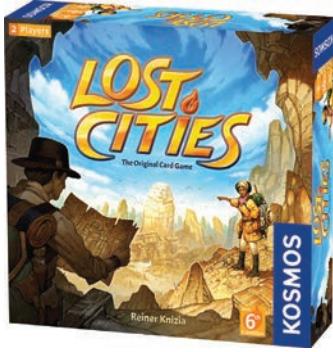
The ultimate city-building video game lands on your table top! In this board game version of the best-selling PC game of the same name, players work together to plan, build, and manage a city. Players begin with a blank canvas — a vacant plot on which they must develop residential, commercial, and industrial areas, gradually creating new neighborhoods. The game is scenario-based, starting with a low level introductory tutorial and increasing in complexity to cater to both casual and serious gamers alike. Scheduled to ship in October 2019.

TAK 691462.....\$49.95

**LOST CITIES CARD GAME
WITH 6TH EXPEDITION**

Two explorers embark on research journeys to remote corners of the world: the Himalayan mountains, the Central American rainforest, the Egyptian desert, a mysterious volcano, and the bottom of the sea. As the cards are played, the expedition routes take shape and the explorers earn points. The most daring adventurers make bets on the success of their expeditions. The explorer with the highest score after three rounds of expeditions wins. The rules of the game are simple, but beware: The lost cities hold many unseen mysteries! Scheduled to ship in April 2019.

TAK 691821.....\$19.95



ULTRA PRO INTERNATIONAL

**ALCOVE TOWER DECK BOXES:
SUEDE COLLECTION**

Scheduled to ship in July 2019.

JET UPI 85762	PI
RUBY UPI 85764	PI
SAPPHIRE UPI 85763	PI

**ALCOVE TOWER FLIP DECK
BOXES: SUEDE COLLECTION**

Scheduled to ship in July 2019.

JET UPI 85768	PI
RUBY UPI 85770	PI
SAPPHIRE UPI 85769	PI

**DRAGON BALL SUPER:
PLAY MATS SET 5**

Scheduled to ship in August 2019.

VERSION 1	UPI 15198	PI
VERSION 2	UPI 15199	PI
VERSION 3	UPI 15200	PI

**DRAGON BALL SUPER: STANDARD
SIZE DECK PROTECTOR SLEEVES
SET 5 (65)**

Scheduled to ship in August 2019.

VERSION 1	UPI 15192	PI
VERSION 2	UPI 15193	PI
VERSION 3	UPI 15194	PI

**ALCOVE VAULT DECK BOXES:
SUEDE COLLECTION**

Scheduled to ship in September 2019.

JET UPI 85896	PI
RUBY UPI 85895	PI
SAPPHIRE UPI 85897	PI

**JUMBO D20 NOVELTY DICE
PLUSH - GREEN WITH WHITE**

Scheduled to ship in September 2019.

UPI 15234	PI
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**DRAGON BALL SUPER:
FULL-VIEW DECK BOXES SET 5**

Scheduled to ship in August 2019.

VERSION 1	UPI 15195	PI
VERSION 2	UPI 15196	PI
VERSION 3	UPI 15197	PI

**ONE TOUCH MAGNETIC
HOLDER 200PT**

Scheduled to ship in August 2019.

UPI 85834-UV	PI
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MAGIC THE GATHERING: ARCHERY

Scheduled to ship in September 2019.

9-POCKET PRO BINDER

UPI 18196.....	PI
DECK PROTECTOR SLEEVES (100) - V1	PI
UPI 18181.....	PI
DECK PROTECTOR SLEEVES (100) - V2	PI
UPI 18182.....	PI
DECK PROTECTOR SLEEVES (100) - V3	PI
UPI 18183.....	PI
DECK PROTECTOR SLEEVES (100) - V4	PI
UPI 18184.....	PI
DECK PROTECTOR SLEEVES (100) - V5	PI
UPI 18185.....	PI
DECK PROTECTOR SLEEVES (100) - V6	PI
UPI 18190.....	PI
DECK PROTECTOR SLEEVES (100) - V7	PI
UPI 18199.....	PI
PLAY MAT - V1	PI
UPI 18191.....	PI
PLAY MAT - V2	PI
UPI 18192.....	PI

PLAY MAT - V3

UPI 18193.....	PI
PLAY MAT - V4	PI
UPI 18194.....	PI
PLAY MAT - V5	PI
UPI 18195.....	PI
PLAY MAT - V7	PI
UPI 18201.....	PI
PLAY MAT 6'	PI
UPI 18197.....	PI
PLAY MAT 8'	PI
UPI 18198.....	PI
PRO 100+ DECK BOXES - V1	PI
UPI 18186.....	PI
PRO 100+ DECK BOXES - V2	PI
UPI 18187.....	PI
PRO 100+ DECK BOXES - V3	PI
UPI 18188.....	PI
PRO 100+ DECK BOXES - V4	PI
UPI 18189.....	PI

UV MINI SNAP CARD HOLDER (10)

Scheduled to ship in August 2019.

UPI 15214-UV..... PI



UPPER DECK

VS SYSTEM 2PCG: MARVEL CHILDREN OF THE ATOM - H.A.M.M.E.R.

Under the maniacal leadership of Norman Osborn, send 'reformed' villains like Bullseye, Daken and Mimic to scour your opponent's deck in search of vigilante heroes. Let 'justice' be served! Scheduled to ship in July 2019.

UDC 91527..... PI



USAOPOLY

GAME OF THRONES CHESS

Inspired by one of the most critically acclaimed television series of all time, this one-of-a-kind Game of Thrones Collector's Chess Set perfectly captures the spirit of conquest in both the timeless two-player strategy game and the war between Westeros and the White Walkers. Beautifully sculpted and true to actor likenesses, 32 intricate resin Chess pieces sit on a custom Iron Throne-themed board, featuring an antiqued metallic gold checkerboard and a dragon scale textured backwrap. Scheduled to ship in October 2019.

USO CH104375..... PI



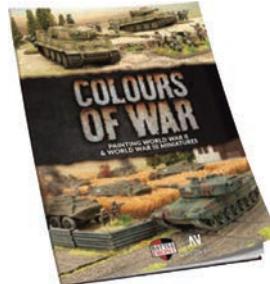
CODENAMES the SIMPSONS

THE SIMPSONS CODENAMES

Scheduled to ship in October 2019.

USO CE006025..... PI

VALLEJO



COLOURS OF WAR - PAINTING WWII & WWIII MINIATURES

VAL 75013..... \$26.99



WWIII PAINT SET - SOVIET ARMOUR & INFANTRY

VAL 70221..... \$21.99



WWII PAINT SET - AMERICAN ARMOUR & INFANTRY

VAL 70203..... \$15.99



WWII PAINT SET - BRITISH ARMOUR & INFANTRY

VAL 70204..... \$15.99



WWII PAINT SET - DESERT BRITISH & GERMAN ARMOUR & INFANTRY

VAL 70208..... \$15.99



WWII PAINT SET - GERMAN ARMOUR

VAL 70205..... \$15.99



WWII PAINT SET - GERMAN INFANTRY

VAL 70206..... \$15.99

If you are interested in what you see on these pages, ask your local retailer to reserve it for you!

GIM

AUG

2019

79



NORTH KOREAN KPA SMG SQUAD
WLG 402218104 PI



WWII PAINT SET - GERMAN WAFFEN SS
VAL 70207 \$15.99



US MASH UNIT
WLG 402218001 PI



WWII PAINT SET - ITALIAN ARMOUR & INFANTRY
VAL 70209 \$15.99



WWII PAINT SET - SOVIET ARMOUR & INFANTRY
VAL 70202 \$15.99

MOULDLINE REMOVER
WLG 843419907 PI

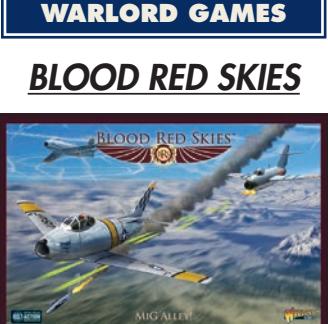
SPQR



GAUL - TRIBESMAN ARCHERS
WLG 152214003 PI

GAUL - TRIBESMEN WITH JAVELINS
WLG 152214005 PI

GAUL - WAR DOGS
WLG 152214007 PI



MIG ALLEY!
WLG 772211016 PI

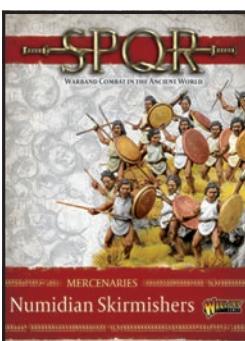
BOLT ACTION: KOREA

NORTH KOREAN KPA LMG SQUAD
WLG 402218102 PI



NORTH KOREAN KPA RIFLE SQUAD
WLG 402218103 PI

MERCENARIES - NUMIDIAN SKIRMISHERS
WLG 152219005 PI



WIZARDS OF THE COAST

SPOTLIGHT ON



DUNGEONS & DRAGONS: DUNGEON MAYHEM - BATTLE FOR BALDUR'S GATE (POP DIS 8)

Battle for Baldur's Gate is the first expansion for the wildly popular easy-to-learn, family-friendly card game Dungeon Mayhem. With new art by Jake Parker (founder of popular art challenge, Inktober) this expansion unleashes two brand new characters from Baldur's Gate beloved ranger Minsc with his miniature, giant space hamster, Boo, and the shapeshifting druid Jaheira.

WOC C76940000 \$9.99

FEATURED ITEM



DUNGEONS & DRAGONS RPG: BALDUR'S GATE - DESCENT INTO AVERNUS

Welcome to Baldur's Gate, a city of ambition and corruption situated at the crossroads of the Sword Coast. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells?

REGULAR COVER WOC C62980000 \$49.95

ALTERNATE COVER WOC C72310000 \$49.95



DUNGEONS & DRAGONS RPG: BALDUR'S GATE - DESCENT INTO AVERNUS DICE

11 dice (2d20, 1d12, 2d10, 1d8, 4d6, 1d4) Durable felt-lined dice tray that also works as part of a two-piece dice box 20 double-sided cards with encounter tables and story content for the devils and demons of the Blood War, featuring exclusive art from Max Dunbar, 2 exclusive cards with bonus Baldur's Gate: Descent Into Avernus content (Strange Encounters and Trinkets One Finds in Avernus), Foldout color map of Avernus, the hellish setting of Baldur's Gate: Descent into Avernus (10.5 x 15.75. For player use.),

Sizing chart for Blood War demons and devils

WOC C63000000 \$24.95



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

SPOTLIGHT ON

DUNGEONS & DRAGONS RPG: DUNGEONS & DRAGONS VS. RICK AND MORTY - TABLETOP RPG

D&D has partnered with Adult Swim to bring this boxed set blending the world of *Dungeons & Dragons* with the mad narcissistic genius of Rick Sanchez's power-gaming sensibilities, and it includes everything a Dungeon Master needs to channel their inner mad scientist and run a rickrolling adventure for up to 5 players, levels 1 to 3.

WOC C72480000.....\$29.95



DUNGEONS & DRAGONS RPG: ESSENTIALS KIT

With the *Essentials Kit*, new players will learn to create characters of levels 1-6 and experience the thrill of being the Dungeon Masters. Includes the introduction of sidekick rules, *Dragon of Icespire Peak*, a 64-page introductory adventure. Double-sided poster map for use with the *Dragon of Icespire Peak* adventure (21 x 15). Four-panel folding Dungeon Masters screen (33' x 8.5'). 6 blank character sheets, 11 polyhedral dice, 81 cards describing magic items, sidekicks, and other D&D game elements, plus a folding box to hold all the cards.

WOC C70080000.....\$24.99

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 13 VOLO & MORDENKAINEN'S FOES BOOSTER BRICK (8)

D&D Icons of the Realms: Volo & Mordenkainen's Foes features a number of exciting races and monsters for players to add to their collections. In this monstrous collection, players will find many of the creatures found in Volos Guide to Monsters and Mordenkainens Tome of Foes. Dare you lay claim to the Eidolon Possessed Sacred Statue's other eye? Collect all 44 figures from *Volo & Mordenkainens Foes*, the newest set of randomly sorted monsters and races in our exciting line of D&D miniatures, *Icons of the Realms*. Scheduled to ship in December 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 73942.....\$127.92



FEATURED ITEM



MARVEL HEROCLIX: DEEP CUTS UNPAINTED MINIATURES

HeroClix Deep Cuts Unpainted Miniatures come with highly detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep details for easier painting. Each figure comes with a brand new *SwitchClix HeroClix* dial. The *SwitchClix HeroClix* dial allows players to use their own painted miniatures on the dial provided or with dials from the *Marvel HeroClix: Wolverine vs. Cyclops - X-Men Regenesis* storyline organized play event! Paint each figure's costume from your favorite era or come up with something completely original and unique! Scheduled to ship in November 2019.

CANNONBALL WZK 74002	\$4.99
CYCLOPS WZK 73987	\$4.99
EMMA FROST WZK 73991	\$4.99
MAGIK WZK 74003	\$4.99
MAGNETO WZK 73993	\$4.99
PSYLOCKE WZK 74005	\$4.99
STORM WZK 73989	\$4.99
WARBIRD WZK 74004	\$4.99
WOLVERINE WZK 73986	\$4.99



MY LITTLE PONY DEEP CUTS UNPAINTED MINIATURES

WizKids has teamed up with Hasbro to release a line of *My Little Pony* unpainted miniatures that you can paint at home. *My Little Pony Themed Deep Cuts Unpainted Miniatures* lets fans get creative with their favorite ponies and decorate them any way they want. Each miniature comes pre-painted and ready to paint right out of the box. The included decals and stickers of Cutie Marks help to complete each pony's signature look. Now fans can come up with a look for their favorite pony that's at least 20% cooler. Scheduled to ship in October 2019.

APPLE JACK WZK 73692	\$4.99
FLUTTERSHY WZK 73691	\$4.99
PINKIE PIE WZK 73689	\$4.99
RAINBOW DASH WZK 73690	\$4.99
RARITY WZK 73693	\$4.99
TWILIGHT SPARKLE WZK 73688	\$4.99

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 13 VOLO & MORDENKAINEN'S FOES PREMIUM SET - ELDER BRAIN & STALAGMITES

This gorgeous set of miniatures not only contains a tentacle-laden horror of the brine pool but also several set pieces you need to battle the monster in its cavernous domain. This fantastic pre-painted promotional set contains a variety of pieces to bring your battle with the Elder Brain to life along with all the miniatures in *D&D Icons of the Realms: Volo & Mordenkainen's Foes*. This Case Incentive contain the following items: 1 Elder Brain, 2 Single Stalagmite, 2 Double Stalagmite, 2 Stalagmite Pillar. Scheduled to ship in December 2019.

WZK 73944.....\$49.99

SPOTLIGHT ON

**CASTLE BARRACKS**

These are complete scenes, ready for use on your tabletop right out of the box. The pieces are intended to be used as a set, as well as provide tabletop gamers a way to quickly fill their collection with useful items to pop into their favorite games. The Castle Barracks provides you with all the pieces you need to recreate the home for the king's royal guard. The box is set up with all the objects you'd expect in a bunkhouse with 6 guards staying in it.

WZK 73923.....\$49.99

**GAS STATION**

The Gas Station is the first offering from WizKids in our 4D Settings line to feature a modern setting. The Gas Station provides you with set pieces for a modern gas station. With a variety of cover pieces like the Station Sign, Soda Machine or Ice chest, it's perfect for wargame set dressing. The gas can, tires or even 55-Gallon Drums serve

as great interactive objects for games like *HeroClix*.
WZK 73924.....\$59.99

**WIZKIDS WARDLINGS: W4**

The world of the Wardlings product line is one where children have a magical ability to see their animal companions, and these adventurers gain powers and abilities at a young age allowing them to defeat the evil creatures in their world. The Wardlings' powers are fleeting and as the children grow they lose their powers over time. When they enter adulthood, most forget they ever adventured in the first place as everyday responsibilities take hold. Scheduled to ship in October 2019.

DEVIL

WZK 74069.....\$7.99

DRAGON

WZK 74070.....\$7.99

FIRE ORC & FIRE CENTIPEDE

WZK 74071.....\$7.99

GRYPHON

WZK 74075.....\$7.99

ICE ORC & ICE WORM

WZK 74072.....\$7.99

MUD ORC & MUD PUPPY

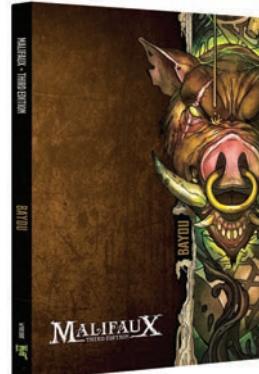
WZK 74073.....\$7.99

ORC

WZK 74068.....\$7.99

WIND ORC & VULTURE

WZK 74074.....\$7.99

**MALIFAUX
3RD EDITION****BAYOU FACTION BOOK**

WYR 23017.....\$25.00

**TEN THUNDERS FACTION BOOK**

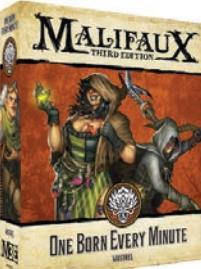
WYR 23018.....\$25.00

MALIFAUX**ARCANISTS COLETTE CORE BOX**

WYR 23303.....\$50.00

**BAYOU SOM'ER CORE BOX**

WYR 23601.....\$50.00

**TEN THUNDERS ONE
BORN EVERY MINUTE**

WYR 23713.....\$27.00

YY CARD WORLD**CARDFIGHT VANGUARD TCG:
AERIAL STEED LIBERATION (16)**

This booster can strengthen all 5 clans from Booster Pack Vol. 3 Miyaji Academy CF Club! 1 VR will be included in every display! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW VGEVBT05.....PI

**CARDFIGHT VANGUARD
TCG: PHANTASMAL STEED
RESTORATION BOOSTER
DISPLAY (16)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW VGEVBT06.....PI

**FUTURE CARD BUDDYFIGHT TCG:
BAND DREAM! GIRLS
BAND PARTY! PICO
BOOSTER DISPLAY (10)**

BanG Dream! Girls Band Party! PICO is a moving girls band comedy, with lots of laughter and tears as we join the cute Girls Band Party characters on their adventures at the hidden gem of a Live House, 'CiRCLE.' **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW BFESUBCO2.....PI

Hadara



Hadara
ZH005 | \$59.99



Build an Empire for the Ages

It's your chance to make history. **Hadara** (civilization or culture in Arabic), a compelling civ game, gives you three epochs to grow your civilization by recruiting skilled artisans, inspired philosophers, and brilliant strategists. Shape your civilization, stymie your opponents, and create a legacy to last for all time!

- Optimize a clever card selection system using an **innovative rotating dial** mechanic
- Experience the game's huge replayability with **variable setup** and **multiple paths to victory**
- Includes more than **150 vibrant and diverse card illustrations**



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Z-MAN
games
zmangames.com



Tak

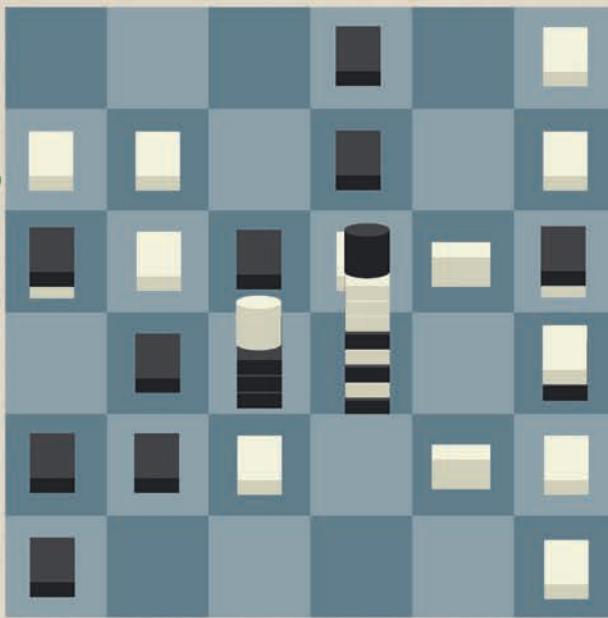
A Beautiful Game

Presented by the US Tak Association: Monthly Tak Puzzles

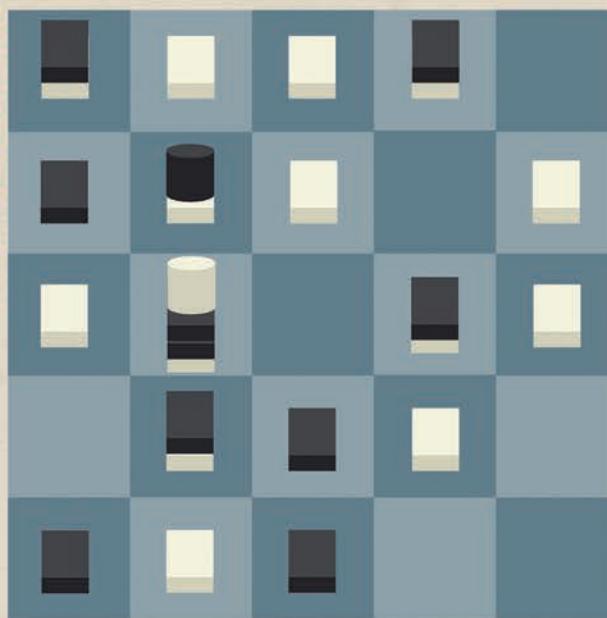
Last month, we featured two 6x6 Tinue puzzles. This board size is currently favored for tournaments, due to the balanced complexity and play time. “Tinue” is a board state in which no matter what move your opponent makes, you will form a road. It’s similar to checkmate in chess.

This month, and the following, we will begin to mix and match some of the puzzle types and sizes. The ones featured below are both Tinue puzzles (ending via a forced road), but they vary in size and difficulty. In the beginner puzzle, it is Black's turn, and Tinue can be reached in one move. In the intermediate puzzle, it is White's turn, and Tinue can be reached in three moves.

Beginner Puzzle



Intermediate Puzzle



Solutions will appear in next month's Game Trade Magazine. In the meantime, visit USTak.org for more puzzles, information about *Tak* strategy and the opportunity to connect with other *Tak* enthusiasts!

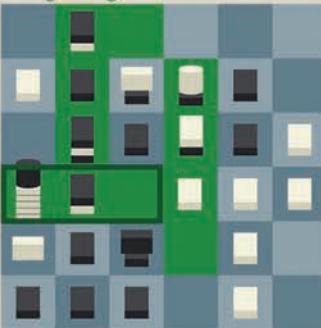


Did You Know?

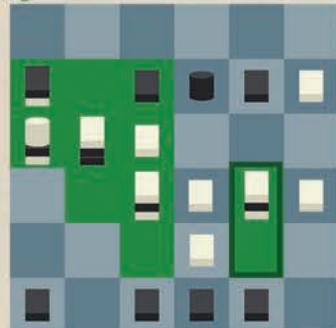
Greater Than Games acquired the publishing rights to *Tak* in May 2019. Greater Than Games is the publisher of *Spirit Island* and *Sentinels of the Multiverse*, as well as many other engaging, richly-themed and highly replayable tabletop games. Greater Than Games is excited to continue supporting the US Tak Association and *Tak: A Beautiful Game*.



July Beginner Solution



July Intermediate Solution



For full move sequences, visit <https://bit.ly/2RoO9vy> (beginner) and <https://bit.ly/2RoXR1I> (intermediate).



US Tak
Association

THIEVES' DEN



DAILY MAGIC

GAMES

Take on the role of a Master Thief in this card drafting worker placement game. Send out hirelings to nab treasures, sell ill-gotten gains to underworld fences, and deal with a witch to increase your reputation. Will you become the next Big Boss of Amarynth?



www.dailymagicgames.com

HAKO ONNA

WIZKIDS



HAKO ONNA

WZK 73505 \$29.99 | Available September 2019!

While wandering through town, you and your friends spot an old, abandoned house, and decide to check it out. Once the last person walks in, the door slams shut, and no one is able to open it. As you explore the house, looking for a way out, you can't shake the feeling that you're being watched. You slowly open a drawer, and find a page torn from a young girl's diary:

"I lived with my father after mother left. My father was nice, gave me nice things. Then scary men arrived. My father, in a panic, pushed me down into a way-too-small box. I heard my bones snap, but I dared not scream. I heard angry voices and then...father never came back. I was left alone."

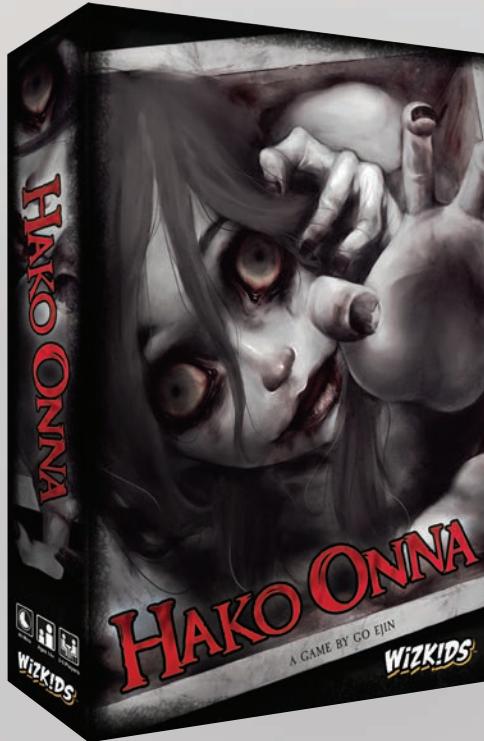
This was a long time ago. And I'm not alone all the time anymore. Sometimes, people come to play. I like to play hide and seek. And when I tire of that, I eat."

As soon as you finish reading it, you hear a child's laughter. It doesn't make any sense, but you could swear it was coming from the sink. Maybe you should take a closer look...

Hako Onna (Japanese for "box woman") is the first English edition of this popular Japanese one-versus-many hidden movement game, and it includes nine new items and Hako Onna power cards. One to four players are Visitors, trapped in the abandoned house, trying desperately to escape through a hidden exit, defeat the Hako Onna by using her weakness against her, or by putting her spirit to rest, all while trying not to make noise. The remaining player is the Hako Onna, who wants the Visitors to find her tile instead of one with an item they're looking for. If they do, and they meet the Hako Onna, they're dead.

The house is represented by nine room boards, with a second floor and a basement. The rooms each have 1-3 spaces where you place a random token during setup, providing places for the Hako Onna player to hide. As a Visitor, each turn you can use one of your items, move to an adjacent room, or peek at one of the tiles in your room. You'll have to use careful deduction, and the limited information you've received from your items and the other Visitors, to figure out which tiles have the items and information you need. But before you take your turn, you have to try to not make noise.

Hako Onna stands apart from other horror games through the way it creates nail-biting tension on par with the iconic horror movies and books from which it draws inspiration. In order to avoid making noise, you have



to stack discs, which becomes more difficult to balance with each disc. You and all the other Visitors will breathe a collective sigh of relief each time you remove your fingers to see the stack stay put. The Hako Onna player doesn't have a turn based on a set round structure, but instead gets a turn whenever a Visitor knocks over the Noise discs. That means you can keep her at bay... as long as you're careful enough. Don't worry, the game also includes an alternate card-based noise system for players who find the dexterity element too frightening.

Also, unlike other horror games, the Hako Onna player can never attack the Visitors directly. She needs to figure out what the Visitors have, and what they're looking for, in order to position herself where they might pick her instead. So, every time you flip over a tile, whether you draw it out or rip it off like a band-aid, you're praying you won't find her on the other side. You can only be killed through your own decisions.

Of course, you won't be fighting her empty-handed. Each visitor starts with an item card, which helps them get information from the Hako Onna player, or gain some other advantage. There's usually a risk though — if you use an item in the room where the Hako Onna is hiding, you die. Hako Onna gets her own power cards too, allowing her to do anything from locking a door, to luring Visitors towards a particular room. This edition contains seven new items and two new powers for advanced players looking for more variety, or more challenge.

Both the Visitors and the Hako Onna have multiple win conditions, but the most fun way for the Visitors to lose is when it becomes impossible for them to win, but they haven't realized it yet. The next time the Visitors close their eyes, instead of taking her turn as normal, the Hako Onna player picks up the box lid, which has a close up of her face, and the words "Game Over" printed inside, positions it inches from a Visitor player's nose, and says "Open your eyes!" As you reach the end of the game, you'll be praying every time you close your eyes that when you open them, she won't be staring right back at you.

Hako Onna is an immersive experience full of tough decisions, a wide variety of winning strategies, and moments of true terror. Can you escape the Hako Onna with your life, or will you be trapped with her forever? **...**

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Discover a world beyond your wildest imaginings with *The Dream-Eaters* expansion for *Arkham Horror: The Card Game*! When an occult author details his adventures in the mysterious "Dreamlands," you decide to learn the truth for yourself, dividing your team of investigators between the realm of waking and that of dreams. What is real and what is fiction? And what secrets await in the forbidden places beyond the gates of sleep?

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By Jennifer Brozek



SHADOWRUN

Between a Corp and a Hard Place, Part 3

SHADOWRUN RPG: 6TH EDITION CORE RULEBOOK

CAT 28000 \$49.99 | Available Now!

Hoi Chummers, welcome to part two of "Between a Corp and a Hard Place", an original serial story set in the newly-revised Shadowrun RPG! For more data on the upcoming *Shadowrun Sixth Edition*, check out the *Shadowrun Beginner's Box*, available now!

Jannat raised her chin. "Alright, what's the offer?"

"Triple the pay. 45,000¥ for each of you. On delivery." Miss Johnson glanced at Miyuzaki again. "And the knowledge that the target will be well-taught and not experimented on."

Lantana scoffed. "What happens to the target after the run is none of our frakkin' biz."

Miss Johnson inclined her head to the elf. "So you say." She raised her voice. "I'm retrieving my business card. Don't shoot me." The subtext — "you won't like the results" — was clear.

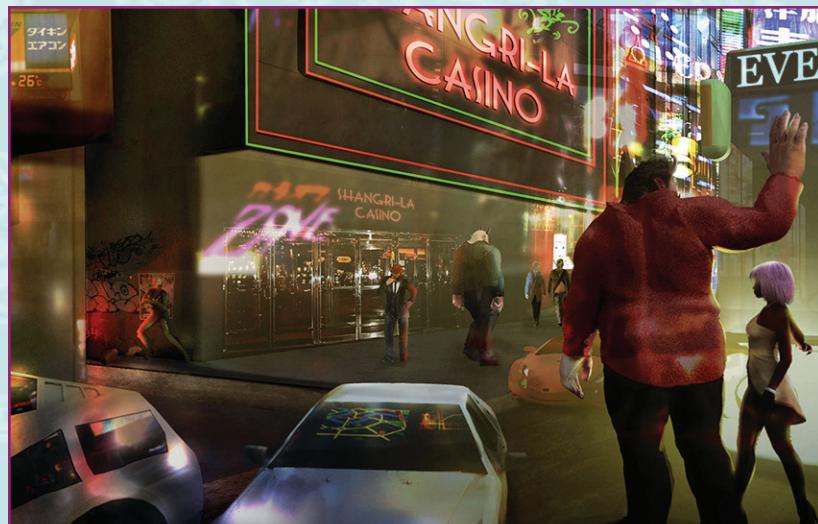
Jannat put her hands out to her companions. "Please leave it on the floor. We'll consider your words."

Miss Johnson slid her hand into her jacket pocket and pulled out a business card with two fingers. She placed it on the cement floor with the graceful movement of a dancer. "Note that time is of the essence on this request." She turned her back on the three of them before she disappeared out the door.

A moment later, a single sharp beep sounded. Lantana moved to the security screens. "She arrived in a limo. That was subtle."

"Get the license plate number to Miyu. Then find out when the next jabber is." Jannat strode to the business card and looked at it for a long moment before picking it up. "Old fashioned. Holographic and expensive. Caters to an interesting clientele."

"It's got an AR component," Miyuzaki said as the two women converged on him. "I need to do some research. Just get me whatever to eat. You know what I like."



Lantana scowled at the open door. "How'd she find us?"

"The kid, probably," Miyuzaki replied. "Watching him and spotting me. Whoever put the trace on was real good."

"45,000¥ each," Lantana mused. "That'd pay for a lot of upgrades."

"And tank our rep with Mr. Johnson." Jannat glared at the business card then gestured her chin to the elf. "Go on. I commed you the list of what I need. Pull the funds from the group account."

Lantana gave her an exaggerated bow. "As you wish."

Jannat rolled her eyes and turned to Miyuzaki. "Traced you to here? Not very secure for a decker."

"Says the mage whose runner name means her actual name." The ork plopped to his seat and dove into the Matrix.

#

When he came out of the Matrix this time, it was only Jannat watching him. Lantana sat by the security center, keeping a wary eye on the screens as she checked over each of her weapons.

"Well?" Jannat asked as she handed him a bag of soy burgers, fries, and fried cherry pie.

Miyuzaki studied her as he dug into his meal. While they were a democracy by tacit agreement, Jannat was the face and mage of the group. That made her the natural leader. Currently, an agitated one.

"Gordian knot of ownership," he said. "It dead-ended at a car formerly owned by NeoNET. Someone better than me hid it. What's wrong?"

She held up the business card. "Pretty, pricy, AR component... spirit attached."

"You went astral while I was in the Matrix?"

"Lantana was back. The spirit. It's in the form of a small dragon."

Miyuzaki's eyebrows rose, but he didn't say anything.

"It's touched with dragon magic."

"You sure?"

Jannat nodded. "You know it when you feel it. Immense age and power...and a deep rage. I talked to the spirit. It's fairly simple, but it chose its likeness based on its master."

"Frak me," Miyuzaki breathed. "You don't think...?"

"Don't be foolish. That was a servant. A dragon would never deign to come here."

"Which one do you think?"

Lantana broke in, "Celedyr's my guess. He was head of R&D at NeoNET until it was torn apart."

Jannat and Miyuzaki stared at her.

Lantana shrugged. "I come from an old elf family. Old enough to have done business with and around dragons. From that alone, I say we take Miss Johnson's offer."

Jannat's answer was quick. "No. We're just starting to get a rep with the Johnsons around here. I don't want to mess that up."

"I'd rather have a corp mad at me than a dragon. Corps are filled with red tape and fiefdoms. Dragons...they remember."

Miyuzaki interrupted the argument. "There's not going to be a choice to make if we don't extract the target. We'll burn that bridge when we get to it. When and where's the next jabber?"

Jannat and Lantana gave each other one last challenging glance before Lantana said, "Tomorrow night. Odeline warehouse in Tacoma."

"I'll get him there. Figure out how we get him out."

#

<I'm here. Just came in through the door.>

<Booth in the front left corner. I'm with friends, a couple of smoothies. Chill people.> Miyuzaki adjusted his AR glasses. "He's here."

Lantana stood. "Like we talked about. He'll be just another drunk tusker who needs some air."

Theo was taller than Miyuzaki expected, but not as stout as an ork who played football. He was a good-looking teenager in an upgraded teenager's uniform: a stylish, real leather bomber jacket, t-shirt, and jeans. After a long look at Jannat and Lantana, Theo smiled at Miyuzaki.

<Come sit down. They won't bite. Not even if you ask nicely.> Miyuzaki commed and patted the bench next to him. It was easier than trying to shout over the music and the crowd.

Theo did as he was bid and texted back. <So, this is a jabber. Had to look it up. An illegal gathering of people focused on listening and dancing to novahot music, as played by live DJs or in locked-down,



local VR Matrix servers that require a physical connection to access.' It didn't mention the extensive AR overlays.>

Miyuzaki turned the AR overlays on then off again. Right now, it was a dance-off between two groups: cat-girls versus bipedal robots. The overlays covered the entire dancefloor and half the crowd. <You can turn them off. I did. It's too much sometimes.>

"Drink?" Lantana half-shouted to the group.

Miyuzaki nodded and waved his finger in a circle, indicating for her to get drinks for the table. "That's Lanie." He pointed to Lantana. "And Jane." He gestured to Jannat.

Theo ducked a toothy smile at the human.

Miyuzaki nodded along to the music, then leaned toward Theo. He smelled the kid's musk and mixture of high-end grooming products. "Was it hard for you to get out?"

Theo shrugged. "Not really. Never snuck out before. Don't really like people." He watched Lantana as she returned with four drinks that looked like beer. She put the drinks down in front of them, saluted with her own plastic cup, and drank. She drained the whole thing in a series of gulps, put the cup on the table with a deliberate *thunk*, and wagged her eyebrows.

Jannat shook her head with a smile then repeated the move. She put her empty cup on the table with a bit more delicacy. "Wiz. Not bad."

Miyuzaki picked up his cup and nodded to Theo's. "To the future."

Theo picked up his cup and saluted. "Let's do this. To the future. Whatever it may be." He slammed back the drink. When he was done, he commed Miyuzaki. <How long before the drug takes effect?>

•••

Jennifer Brozek is a wordslinger and optimist, an author and an editor, and a collector of antique occult literature. She believes the best thing about being a full-time freelance publishing industry professional is the fact that she gets to choose which sixty hours of the week she works. Visit her at jenniferbrozek.com



MENTAL BLOCKS



MENTAL BLOCKS

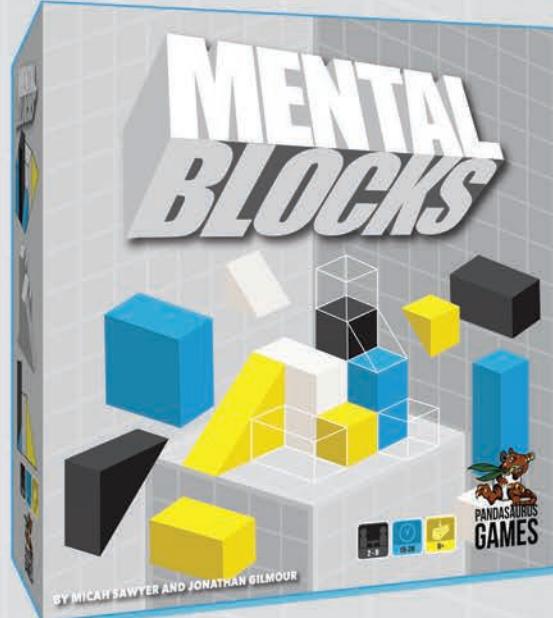
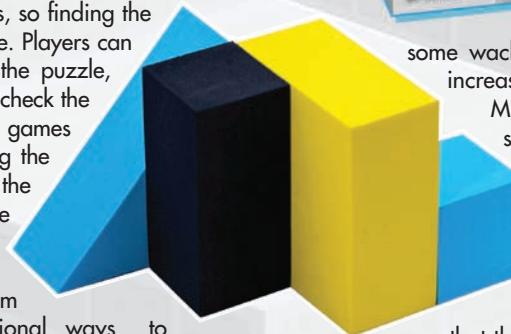
PAN 201902 \$39.95 | Available August 2019!

Perception is in the eye of the beholder, but how one person perceives something affects other people. In *Mental Blocks* from Pandasaurus Games, this idea is put to the test. A cooperative game for 2-9 players, each takes on the role of an engineer trying to build a structure out of oversized foam blocks. The problem is that each player only sees one perspective of the final puzzle, so working together to solve the overall design is imperative. It's only four different colors and a few different shapes, how could it be? Pretty challenging, it turns out!

Designed by Micah Chandler and Jonathan Gilmour (*Dead of Winter*, *Dinosaur Island*), *Mental Blocks* takes a simple concept and creates an extensive combination of mind-bending puzzles and tricky solutions that will keep groups entertained session after session. 60 puzzles scale in difficulty from Family to Challenging, with 30 in each category. They've also been balanced to get harder as you play through them, so starting at 1 and going to 60 will provide a satisfying campaign-style game of puzzle solving.

But don't think this is as simple as it looks just because you're working as a team. You do have one opponent — the clock. Each puzzle must be solved within 10 minutes or the team loses, so finding the correct solution can be a hectic, fun adventure. Players can call a vote when they think they've solved the puzzle, stopping the clock if they decide they want to check the answer. Fans of escape rooms and real time games are sure to enjoy the added stress of beating the clock and solving the puzzle. Nothing gets the blood pumping faster than beating a Challenge level puzzle with 30 seconds to spare!

If the time limit and unique perspective isn't enough for the more seasoned problem solvers out there, *Mental Blocks* offer additional ways to tease players' brains. Restrictions place a specific drawback to players, such as the inability to speak, or barring them from touching a particular color of block. Plus, you can throw a Glitch into the system, to increase the challenge for all players! These cards will provide perspective shifts such as swapping the colors on a Challenge card, or forcing at least two players to be touching a block when it is moved. This can create



some wacky scenarios, but the additional difficulty can increase the fun, especially for experienced gamers.

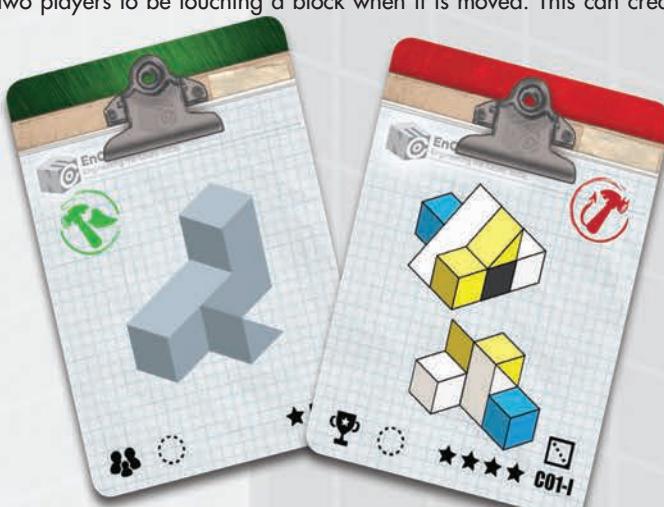
Micah and Jonathan had one more trick up their sleeves to keep would-be engineers from completing their ultimate challenges. They've slipped a dissenter into the ranks of architects — a hidden traitor! Armed with knowledge of the final puzzle solution, the traitor works to keep other designers from finishing the puzzle correctly, all while concealing the fact that they are undermining the entire operation. Once players call for the vote to end the game, if they aren't correct, the traitor wins! However, the entire group can also call for a vote to determine who the traitor is, which would also win them the game. This added wrinkle gives *Mental Blocks* a brand new play experience!

Designer Micah Chandler says "One of my favorite things is how it works great for non-gamers and parties, because it's so quick and easy; but then add in the hidden betrayer variant and it suddenly becomes a deeper hobby style game."

Four difficulty levels dictate which twists players will add in each game, with the traitor being completely optional. New to *Mental Blocks*? Then New Player is the perfect level — simply solve the puzzle with no restrictions. After some more experience, veteran engineers may elect Practiced difficulty, adding in Restrictions, or Expert level, which adds Minor Glitches in addition to Restrictions. For the ultimate challenge, Genius will throw both Restrictions and Major Glitches at would-be problem-solvers. The combinations of difficulty and puzzle are endless!

"One of my favorite things about watching players learn *Mental Blocks*, is the look on their faces when everything starts to click and they have that 'Eureka!' moment!" says co-designer Jonathan Gilmour.

Gamers everywhere can have their own "Eureka!" moments this August. *Mental Blocks* will be available for \$39.95 at Gen Con, and in game stores everywhere shortly thereafter. Time to think, build, and solve!





SPYFALL TIME TRAVEL

- Classic *Spyfall* gameplay, but with locations from across time
- Standalone, but 100% compatible with other *Spyfall* games
- Easy-to-learn party game
- Humorous original art

MSRP \$25

Release Date: Second Half 2019

2-8
players

13+


15 min




The world of *Spyfall* has been turned upside down, like sand through an hourglass. The classic game of probing questions, clever answers, and lots of suspicions is back and it's heading to the past ... and the future!

Get ready to travel to memorable eras and locations across space and time! Expose a spy in a Neanderthal Cave or a Lunar Base. Avoid spilling secrets in an Old West Saloon, Leonardo's Studio, or a certain period of time in Spain that no one expects!

GEN CON BOOTH #503

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THIEVES DEN



THIEVES DEN

DMG THD001 \$50.00 | Available August 2019!

In *Thieves Den*, set in the world of *10 Minute Heist: The Wizard's Tower*, the players are master thieves who send their henchlings out into the city to nab the choicest treasures, then sell those ill-gotten gains to the underworld fences to increase the master thief's reputation. Certain treasures can also be bartered to Alazar, the wizard, for special powers.

MEET THE DESIGNER

I sat down with Alice Davis, the designer of *Thieves Den*, so I could give her the opportunity to speak a little about herself, board game design in general, and *Thieves Den* in particular.



My name is Alice Davis, and I'm a board game designer. I live in the Pacific Northwest with my life partner Matthew Jacobs, our two beautiful children, and a cat named Book. I work as a full time Director of Activities for a Nursing and Rehabilitation facility. I got into game design when I met Matthew; he and his friends (which grew to be my extended family) were involved in game design, already. I grew interested in the design process and thought I would take a crack at it. Typically, I'll think of a game idea, prototype it, and then rapidly play and change it until I like it...or throw it in the trash.

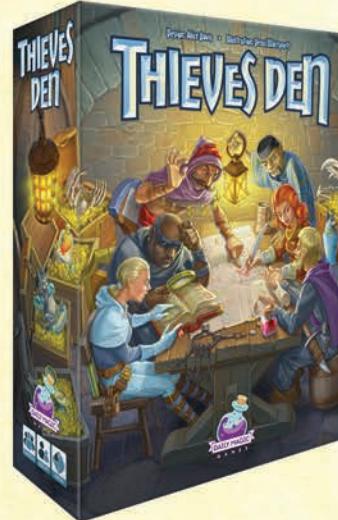
*Thieves Den was an idea I had one night at our weekly D&D night. It occupied my mind so much that I sat out game night because I wanted to make a game that my "non gamer" friends wouldn't be overwhelmed by, could learn different mechanics, and have a great time with my gamer friends. *Thieves Den* has many mechanics but it's easy to play, which makes it kind of a go-to game for new gamers, but it has a lot of things to keep experienced games engaged, too.*

My biggest challenge was probably the theme changes. During my own development phase, I had it as cargo ship theme, then a peddlers theme. When I signed on to publish the game through Daily Magic Games, I worked it into a Valeria theme to fit in their most popular game universe, but in the end, DMG decided to put it into



THIEVES DEN: FORTUNE FAVORS THE BOLD

DMG THD010 \$25.00 | Available September 2019!



their 10 Minute Heist universe as a way to grow that brand. This was the first design where the publisher changed the theme, but they didn't mess with the mechanics. With the development talents of Matthew and DMG, *Thieves Den* turned into a real gem!



THE CITY OF AMARYNTH AND THE THIEVES LAIRS

To set up *Thieves Den*, you open the game board to reveal the city of Amarynth, then you'll seed it with various items — Tower Power tiles near the Wizard's Tower, Fence cards eager to get treasures along the right edge, a number of Treasure tokens in the city, and a horde of Thief tokens in the woods at the lower left of the board. Each player also receives a player board to be their lair during the game. Each lair starts with a Scheme card and 3 Thief tokens and can hold up to 6 Thief tokens and 8 Treasure tokens.

DRAFTING AND WORKERS AND SETS, OH MY!

There are three main mechanics in *Thieves Den*, location card drafting, thief/worker placement, and treasure set collecting/redemption.

Each player receives 4 Location cards at the start of each of the three game rounds. Players choose 1 Location then pass the rest to the next player then simultaneously reveal their chosen cards. Some cards have an immediate effect, but most will stay face-up to be



used in the next game phase. The drafting and revealing process is repeated until each player has only 1 unchosen card and those are returned to the bottom of the Location deck. The types of Locations you draft will also earn bonus points at the end of the game if they match your Scheme card.

The next phase is where all the fun happens. In turn order, players take one action each, around and around, until all players have passed. What can you do on your turn? You have lots of options, but your access to Thieves and Treasures are limited and you'll need them to do most actions.

- You can send a Thief to any unoccupied Location to steal treasures, but if you put it on an opponent's Location, the thief becomes theirs in the next round.
- If you have the right assortment of Treasures, you can send a Thief to sell them to an available Fence. The Thief is lost, but the Treasures will earn you victory points, and if you collect the most of any particular type of Fence, you'll earn bonus points at the end of the game.
- You can give a Treasure to the Wizard to activate a special power.

- You can give a Treasure to the Witch to earn victory points.
- You can spend Treasure to recruit more Thieves.

Each of the three game rounds is a unique experience because of the changing Location cards, Fence cards, and Tower Power tiles. You'll have tough decisions to make about where to deploy your Thief tokens, which Treasure you steal, spend, or sell, and how to acquire more Thieves to do more actions. You're going to have to work hard to be the best Master Thief in Amarynth, but the rewards are worth your time and planning.

THE AMARYNTH UNIVERSE

We first played in Amarynth with *10 Minute Heist: The Wizard's Tower*. Now, *Thieves Den* is expanding this world where thieves are everywhere, and stolen treasures can make you the boss of the underworld. This game universe will expand again in 2020 with *Amarynth Rising*, a city building game currently in development.

• • •

David MacKenzie is the co-owner of Daily Magic Game, along with *Isaias Vallejo*. David is, for the most part, a game developer, but he is also the designer of *Sailing Toward Osiris*.



STAR WARS™ **X-WING**™ **WAVE V**



SWZ47, SWZ48, SWZ50, SWZ52 | \$19.95 || SWZ49 | \$49.95 || SWZ51 | \$29.95

Star Wars: X-Wing Wave V | Available 3RD Quarter 2019

X-WING.COM

The intense space battles of *X-Wing*™ are varied and can take your players to any era of the Star Wars saga. Now, new ships are preparing to make the jump into whatever war your players find themselves.

Featuring fast starfighters nimbly outmaneuvering their opponents as well as heavy ships that can cover any angle, the six expansions in Wave V unlock deep new options for their factions. As players explore even more of the Clone Wars with new ships for the Galactic Republic and Separatist Alliance, this wave also brings more depth to the Rebel Alliance, Galactic Empire, and Scum and Villainy factions, adding exciting new possibilities for both casual and competitive players.

A GALAXY AT WAR

With the Clone Wars escalating across the galaxy, both the Galactic Republic and Separatist Alliance seek new ships to diversify their starfighter corps, and this wave features two new ships from this era.

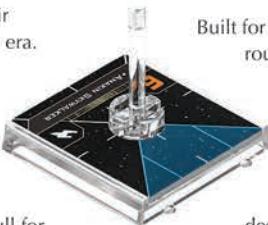
Dancing nimbly on invisible threads, the *Nantex*-class starfighter uses an advanced tractor array to perform impossible maneuvers and guide its turret-mounted laser cannon with exceptional precision. Expert pilots make use of this array to manipulate enemies as well as their own ships.

Meanwhile, the Republic's *BTL-B Y-wing* features an armored hull for extra durability and a bubble turret to keep enemies at bay. Piloted by legendary Jedi and dedicated clone troopers alike, this fearsome bomber performs reliably over any battlefield.

SEEDS OF REBELLION

Years after the Clone Wars concluded, a new conflict was brewing, and this wave bolsters both the Rebellion and the Empire with new ships and expansions to fight in the Galactic Civil War.

The durable *VCX-100* light freighter and nimble *Sheathipede*-class shuttle, for example, can fight as a docked pair or split up to attack from



multiple angles. When helmed by heroes like Hera Syndulla, Kanan Jarrus, and Ezra Bridger, these ships can be some of the greatest assets of the Rebellion.

On the other side, the Empire uses its might to wipe away any last vestiges of the Jedi Order, putting the *TIE Advanced v1* in the hands of the dreaded Inquisitors. The craft's high-precision thrusters and flexible controls let its pilots tirelessly pursue their prey across the galaxy.

LIVING ON THE EDGE

Free from these larger conflicts, the galaxy's Scum and Villainy continue pursuing bounties, taking on dangerous jobs, and outwitting their rivals. Players will find two ships for this faction in this wave, giving them more opportunities to seek fame and fortune.

Built for long-distance reconnaissance and plotting new hyperspace routes, the lightly armed *JumpMaster 5000* is the ship of choice for those who work best on their own.

The *M3-A Interceptor*, on the other hand, is preferred by many criminal cartels and syndicates thanks to its modular hardpoint that lets it equip destructive torpedoes, powerful cannons, and other weapons.



ENTER THE FIGHT

The Star Wars galaxy is defined by conflict, and the major powers are adding ships to their arsenals. Choose your pilots, outfit your ships, and launch into new battles!



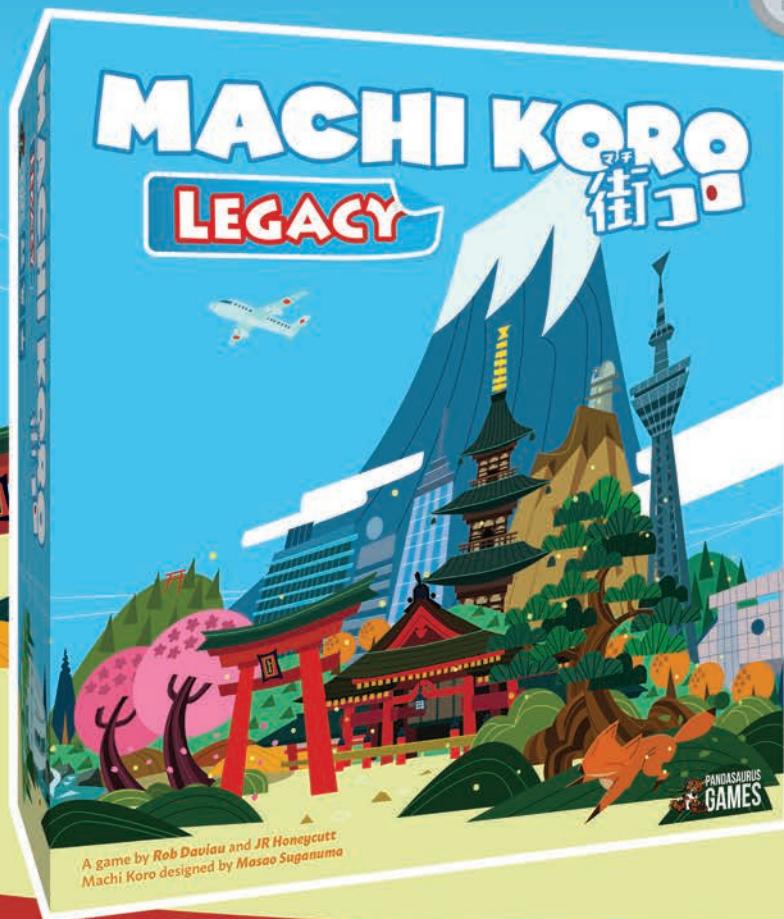
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SO YOU THINK YOU KNOW MACHI KORO?

In **Machi Koro Legacy**, you play through ten different games in a story-driven campaign where player choices shape the game as you play. No two games will be the same! Throughout the campaign, elements are added into the mix that will make you shriek with delight and think on your toes. Over time, an emergent narrative comes into focus, explaining this strange and mystical land that you all have stepped into. This culminates in an infinitely replayable eleventh game that will be completely unique!

From Rob Daviau, the creator of the legacy system — which has already resulted in games such as *Risk Legacy* and *Pandemic Legacy* — comes something so special that game night will never be the same....



L.L.A.M.A.TM

CARD GAME



L.L.A.M.A. CARD GAME

AGI 19420..... \$9.99 | Available September 2019!

L.L.A.M.A. (*L.A.M.A.* in German) was one of three games nominated for the 2019 *Spiel des Jahres*. This card game uses simple rules and unique gameplay features to create a game that's quick to learn and satisfying to play. Players try to play all their cards to avoid taking points, but if they end up with multiples of a number only one counts against their score. They can also quit and lock in a score on each round. We caught up with Reiner Knizia, the inventor of *L.L.A.M.A.*, to get his views on what makes this game so compelling. Our conversation was edited for length.

GTM: What was your inspiration for *L.L.A.M.A.*? How long did it take to perfect?

REINER KNIZIA: There is a trend towards games for a wider market that can be easily learned and have a short play time, but nevertheless generate a lot of fun and a high replay value. The idea of counting every card value only once plus the opportunity to get out of the round gave me a promising basis for a new game. After the initial design phase we did a lot of playtesting, which lasted many months. There is a danger that intense playtesting gets me too close to a design, so I always leave a "finished" design for a few weeks and then replay it with fresh eyes. This finished version of *L.L.A.M.A.* did not feel quite finished, so we did another testing phase to simplify the game with a focus on the core fun elements.

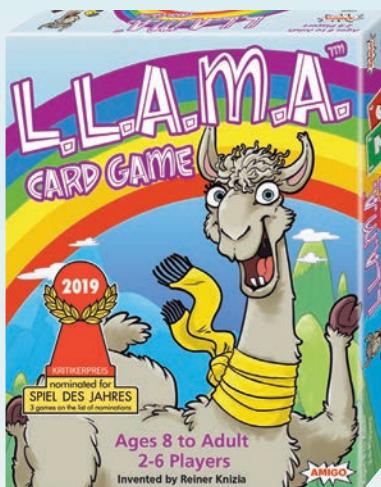
GTM: The name of the game captures part of the gameplay. Which came first, the gameplay or the name?

RK: It is quite common that the original working title of a game is later changed to best capture the spirit of the final game design. In this case the title came very late in the process (the game was originally called "Mosquito").



GTM: Which part of the gameplay do you like the best?

RK: What excites me most in *L.L.A.M.A.* is the opportunity to cut my losses and get out rather than taking the risk of going for the victory and ending up with a disastrous result. I think this creates a fascinating dilemma.



GTM: There's a point in the game where it may make sense to add points to your score so that you can get rid of 10 points instead of 1 point. Have you ever used this type of mechanic in a game before?

RK: I believe this is a new, and quite characteristic, aspect of *L.L.A.M.A.*.

GTM: We've played games of *L.L.A.M.A.* where players are close to losing, then ultimately win. How do you build in a catch-up feature that feels fair?

RK: This is exactly what you want players to feel. Better play should be rewarded, but the game should also offer enough randomness to give the trailing players a hope for a great comeback and victory. In the end, the winner will claim to be the better player and the losers will simply declare themselves unlucky and hope for a victory next time.

GTM: How did you decide that 6 would be the highest number in *L.L.A.M.A.*?

RK: Spontaneously I would have said: No, the numbers should only go up to 5! But we did an intense fine-tuning process, with numbers going up to 5, 6, and 7, and with players starting with 5, 6, or 7 cards in their hands. Nothing can replace this intensive phase — it's what turns a good game into a wonderful game.

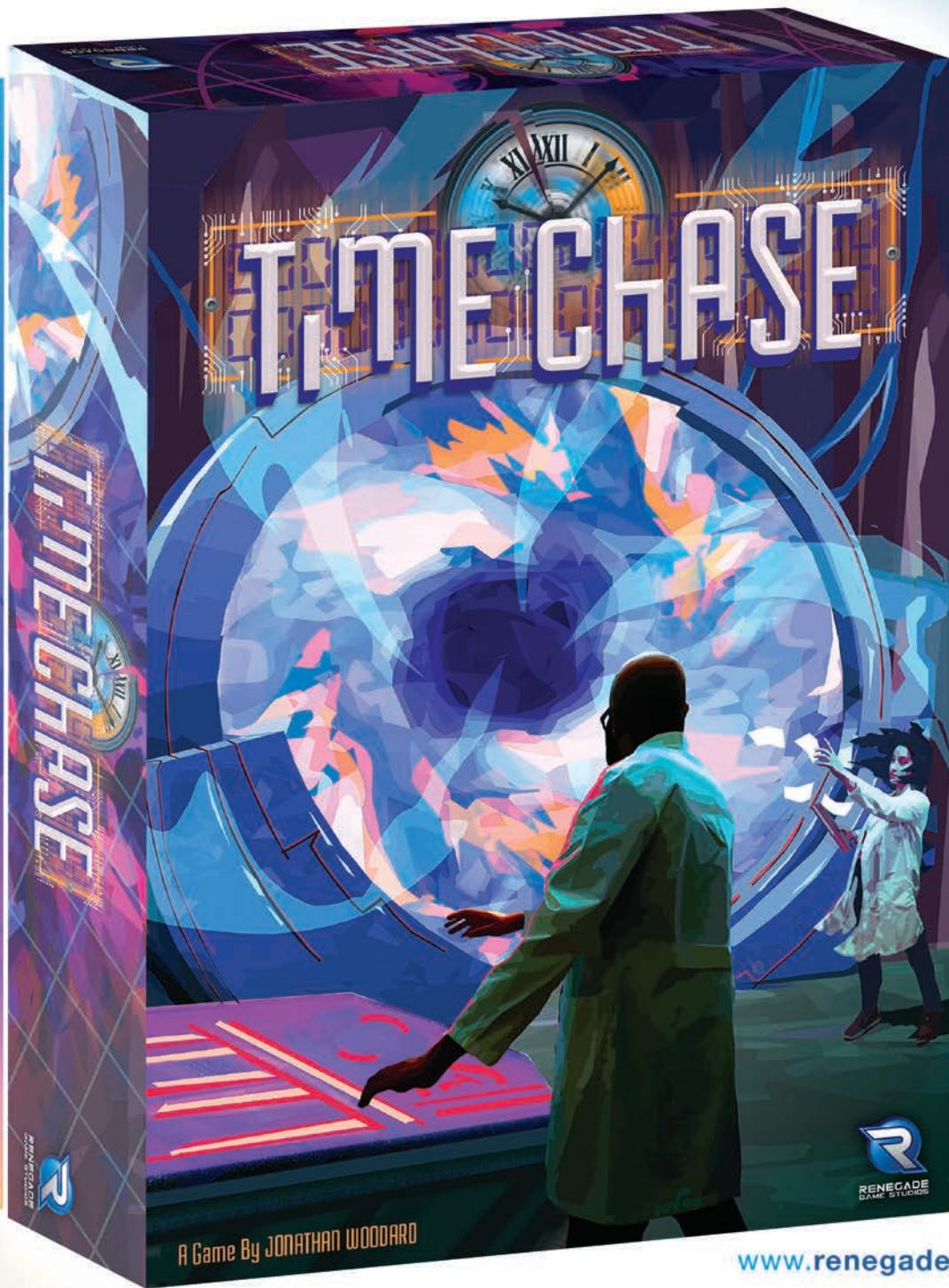
GTM: What did you do before you started designing games?

RK: I started developing games when I was ten. I majored in math in Germany and the US, taught and researched at Ulm and Syracuse University, and got my PhD on the side. I then worked in software development, banking, and corporate planning. I ended up in England in mortgage lending, where I headed up a company with a staff of 300 and £1 billion of annual revenue. I kept developing games on the side, and over time I won some lovely awards and gained respectable sales. Finally, for my 40th birthday I told myself that you only live once and gave myself the freedom to "only" develop games.

GTM: When you go on a long board gaming weekend, what do you always take with you?

RK: Interesting people to play with, because good games are a platform that fosters being together in an interesting and inspiring way. Games open doors to other people, and it's always the players themselves that are the new and surprising factor.

•••



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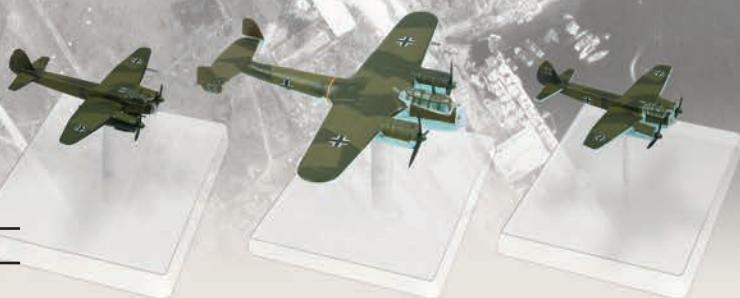
30 min



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NEW AIRPLANES ENTER THE FIGHT IN THE SKIES OF WORLD WAR 2



WINGS OF GLORY: BATTLE OF BRITAIN STARTER SET

AGS WGS003A.....\$69.90 | Available Now!

WW2 *Wings of Glory*, the miniature game of aerial combat during World War II — published by Ares Games — has new aircrafts in sight: Dornier Do.17, Junkers Ju.88, Bristol Blenheim Mk. I and Savoia Marchetti SM-79 are arriving in a few months to expand the game, which already offers a range of 24 different airplanes in multiple versions.

Wings of Glory is a fast-playing and easy to learn game system that uses cards and miniatures to represent airplanes and their maneuvers. Players control one or more airplanes, taking to the skies to engage their opponents in aerial duels, or trying to accomplish a specific mission, such as recon, escort, or bombing. The WW2 *Wings of Glory* version brings to life epic aerial duels between Axis and Allied aces.

The entry point for the game is the *Battle of Britain Starter Set*, an all-in-one boxed set with four iconic fighters — two Supermarine Spitfire Mk.I and two Messerschmitt Bf-109E — beautifully sculpted in 1/200 scale and painted in every detail, along with the cards, rulers, markers, tokens and other materials to fly them. The set also includes a 44-page comprehensive rulebook and a booklet with seven scenarios set during the Battle of Britain.

The *Battle of Britain Starter Set* was released two years ago, replacing the previous WW2 Starter Set, and launched a new format for the airplane expansions: Squadron Packs. The main new feature of these packs, compared to the previous Airplane Packs and Special Packs, is the inclusion of a sheet of alternative decals with individual codes and insignia, so that, buying multiple copies of the same pack, players can field a whole squadron. The other components are similar to normal *Wings of Glory* Airplane Packs: a pre-painted model, gaming base, skill cards and special rule cards for the airplanes are included.

The four Squadron Packs released until now allow players to field in the game a larger force of airplanes from the Battle of Britain: Spitfire Mk.IIs from the 610 Squadron "County of Chester", Messerschmitt Bf-109Es from the Jagdgeschwader 2 "Richthofen", Hawker Hurricane Mk.IIs from the 303 Polish Squadron "Kos'ciuszko", and Junkers Ju.87 B-2s (best known as "Stukas") from Sturzkampfgeschwader 77.

In addition to the planes included in the Starter Set and in the Squadron Packs, several other Airplane Packs previously released for WW2 *Wings of Glory* include airplanes employed during the Battle of Britain or in other war theaters during the same period: the Heinkel He.111, the Gloster Gladiator, the Fiat Cr.42 Falco, Bristol Beaufighter Mk.IF and Bf.110. All the other airplanes in the WW2 *Wings of Glory* range, anyway, are fully compatible with the Battle of Britain Starter Set and related planes, even if historically they were not involved in this period or front of WW2.

Now, new airplanes are coming. Four upcoming Squadron Packs will bring to the game four iconic airplanes used in the first years of the war, and perfect to play in Battle of Britain scenarios or other early war (1940-1941) actions.

The first two to arrive are German aircraft: the Dornier Do.17Z — a light bomber / heavy fighter coming in two versions, with the color and markings of the Luftwaffe units KG76 and NJG.2; and the Junker Ju.88A, a medium bomber and multirole combat aircraft, with the color and markings of KG77 and KG 506.

In the next wave of WW2 releases, the Allies will be reinforced by the release of the famous British light bomber Bristol Blenheim Mk. I, flown by the RAF 25 Squadron and 101 Squadron. On the Axis side, the release of the Italian medium bomber Savoia Marchetti "Sparviero" SM-79, used by 49a Sq. and 281a Sq., will complete this series.

In addition to growing their games with the new planes, now WW2 *Wings of Glory* players also have the chance of expand the gameplay in a "War of the Worlds"-like setting, thanks to an accessory released for use with the new stand-alone game *Tripods & Triplanes: Tripods & Triplanes WW2 Counter Set*. It's a full set of counters with all the damage tokens for Tripods, WW2 airplanes and all the basic counters needed to play with WW2 models and tripods.

The *Tripods & Triplanes WW2 Counter Set* must be combined with the *Tripods & Triplanes Starter Set*, as the rules and components of the new game will be used to handle the tripods. Its rulebook includes additional rules for WW2 gaming, and two scenarios for this variant, "Alsace Again!" and "London's Burning".

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ROBOTECH: CRISIS POINT

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When most people think of Robotech, they think of the perilous adventures of Rick Hunter and the crew of the SDF-1. It's only natural as that is the starting point of the story and first impressions tend to last. But there's so much more to the story of Robotech—it's truly an epic that spans generations. *Robotech: Crisis Point*, the new game from SolarFlare Games launches us into the middle part of the Robotech story, *The Masters Saga*.



The Masters Saga follows the second generation of soldiers that have to protect Earth from extraterrestrial threats using their mecha based on the mysterious technology known as Robotechology. This time around, the enemies are the Robotech Masters, which are the creators of the Zentraedi and on a completely different level. It's a heart-stirring war drama with a vibrant cast of characters and engaging personal stories. At center stage is Dana Sterling, the impulsive and strongly independent daughter of Max and Miriya from the first season, along with the ragtag 15th ATAC Squadron that she leads. We get to follow the growing attraction between Dana and the enigmatic enemy commander known as Zor Prime, a pairing that is destined to not end with happily ever after. There's also the subplot about Bowie, the peace-loving soldier that falls in love with Musica, one of the enemies, and my personal favorite: the will-they-won't-they romance between ace pilot Marie and Sean, the 15th squadron's very own Casanova. And that's just a fraction of what the season offers. Everyone has their favorite part of the Robotech story. The Masters Saga is my favorite part and that is what makes this game so exciting, by bringing the story I love to life and to my gaming table!

With their last game, *Robotech: Force of Arms*, Solarflare Games showed that they truly understand and love Robotech. They can take the story and characters and make fun games to play. This time they've been able to take it even further. *Crisis Point* plays similar to *Force of Arms*, but with a bigger playing field which opens up many more opportunities and hence, has a much greater strategic

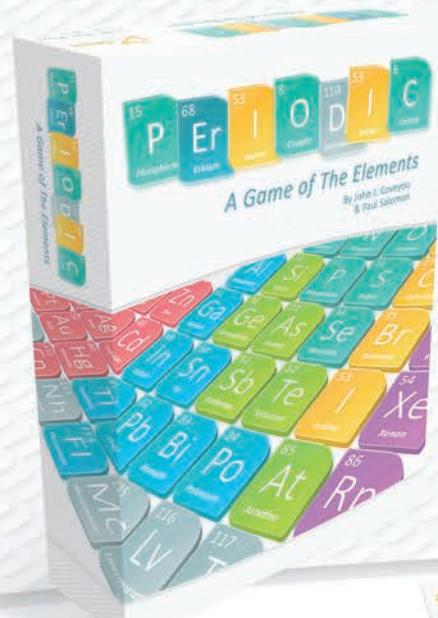


depth. This two player head-to-head game offers great tactical and strategic game play and has taken aspects of the *Force of Arms* game and streamlined them. This makes the game a very smooth experience. And there's a bunch of new features, like the Secret Objective cards which will make sure that gameplay is different every time you play. Solarflare Games has worked tightly with fans of *The Masters Saga* to make sure that the game is a fan-pleaser. As a hardcore Robotech fan and proud nerd, I immensely enjoyed all the online discussions with other fans from all over the world and being able to follow how the game shapes up. As a fan and consumer, it was thrilling to actually have the opportunity to shape the end product's look and feel. How often do companies let their fanbase do that? Kudos to Solarflare! All the cards have received gorgeous new illustrations that depict many characters, mecha, and locations from the show. I especially like how the Logan, which is generally considered, at times one of the least "dynamic" mecha, received one of the coolest illustrations in the game. The artwork really breathes new life into these old bots. *The Masters Saga* is in many ways a darker and more mature story. This shines through in the art direction. All the units of the Army of the Southern Cross have this grittier look, as if they've been through some brutal battles. In comparison, the units of the high-tech Robotech Masters look shiny and menacing. It's a nice contrast which feels thematically true to the show and continues to enhance my joy and wonder at this game.

Robotech: Crisis Point is a great gaming experience for any Robotech fan, and especially *The Masters Saga* devotees. With the first new product containing my favorite characters, units and story, I feel giddy and excited beyond measure at my chance to be a part of and enjoy this game.

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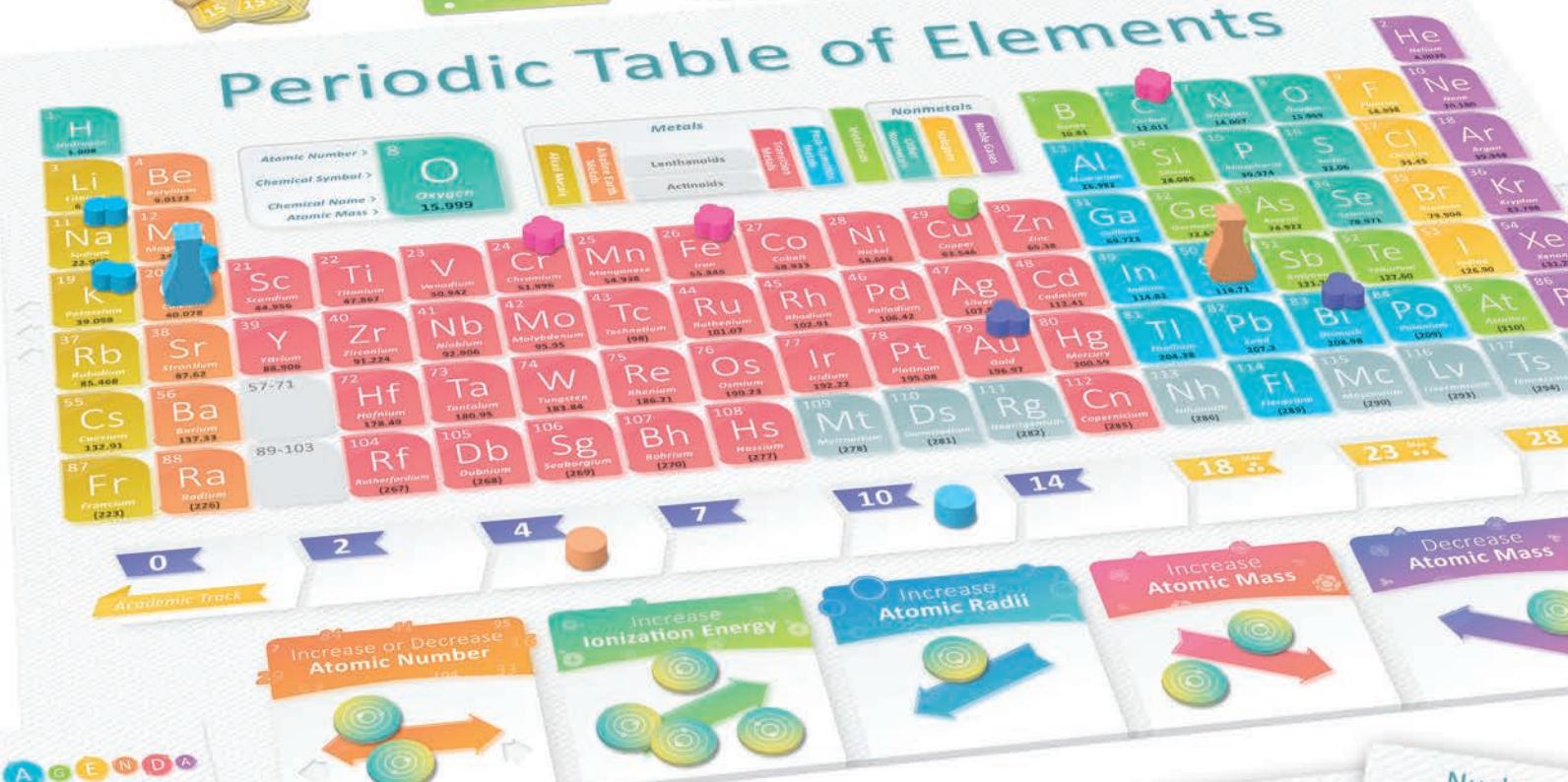


A Game of The Elements

By John J. Coveyou
& Paul Salomon



Periodic Table of Elements



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ESW OF THE BATTLE WIZARDS: ANNIHILAGEDDON DBG

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I know what you're thinking... DANG, I love *Epic Spell Wars* and now they have a DECK-BUILDING GAME based on the award-winning*, IN-YOUR face humor and wacky world of the BATTLE WIZARDS? I mean, HOLY-[expletive deleted], have I died and gone to mother-[expletive deleted] HEAVEN? Did I get up in the middle of the night to piss and slip on the tile floor, bash my head on the tub, and slowly bleed to death... only to awake in HEAVEN for THIS game?!? Yes, you are dead and let's explore your heavenly reward for a life well-spent... board gaming...



So how do we take everything great about *Epic Spell Wars* and translate it into other genres? Easy! A quick deal with the devil and you're off to the races... no, no... maybe. Actually, we have been dreaming about expanding the *ESW* universe to include other types of games for a while. Heck, we have even designed a few — a very

cool trading card game AND an almost entirely done role-playing system. Goofing around and exploring ideas, we tried adding *ESW* to our Cerberus platform and it was shocking how well it worked. Taking a few core design principals from *ESW* and adding it to our deck-building engine actually made the elements that are great in both absolutely AMAZING in combination. It was truly a case of the whole being greater than the sum of its parts. I was actually surprised by how much fun I was having. For context, I have been playing our deck-building games for the last eight years. Conservatively, I have easily played over 500 games, and this is the most fun I have had playing a deck-builder... ever.



What makes it so great? The big thing is the intense interaction between players. Depending on your mood, a deck-builder can feel a bit non-interactive. Our Cerberus games, as an example, do have attacks and defenses, but it's relatively secondary to the engine-building that is at the core of the deck-building concept.



ESW: Annihilageddon turns that on its ear by giving players hit points, dramatically increasing the number of attacks in the game now that damage affects a secondary condition (your total life). You even get an attack right out of the gate in the starting deck (check out the WAND card above). When every round includes multiple attacks and EVERYONE is involved in the combat, it really keeps the gameplay exciting and the tension high. Of course, that tension is only compelling if you WANT to stay alive, and as we all know with *Epic Spell Wars*, no one STAYS dead!



SO what happens, if GOD FORBID, you do die?! Well, as in all *Epic Spell Wars* games, death is NOT final. In *Annihilageddon*, it simply means you reset your health back to 20 and take a Dead Wizard Token. These tokens (there are 20 different ones) all reduce your Victory Point total by 3 AND have a nasty surprise reveal when flipped over, like adding negative cards, destroying your cards, or making you respawn with less health. In a couple of rare instances, they actually give you a buff! The tension of the Dead Wizard Token reveal is a key component of the *ESW* design aesthetic. Surprise is such a huge part of the core *ESW* games that it's important that is represented in all other games with the *ESW* name.



One of the great ways we showcase the humor of *ESW* is in the Wizards you can play as and the deck-builder is no exception to that. In fact, we have created a system that lets you use champion Wizards from all the past *ESW* games! Our goal was to give each Wizard an ability and a Familiar (what kind of jackass Wizard doesn't have a Familiar!?). Instead of printing the abilities on the cards (like previous Cerberus games), we put them on Wizard Ability Tiles. Each player is dealt two Ability Tiles and two Familiar Cards face down. They select an Ability Tile and then a Familiar. Doing it this way allowed us to print Familiars for past champions like



Fey Ticklebottom and Sir Kitty Purrington. If you own the old games, you can pull the champion's Wizard Card and, bing bang boom, you're ready to go! We included one Familiar from each of the past four *ESW* games and will continue to add them with each upcoming *Annihilageddon* release.



I mentioned the element of surprise and how important that tension has been to all the *ESW* games. Well, one of the fun ways we represented this in *Annihilageddon* is with MAYHEM cards! Randomly shuffled into the deck are 26 crazy Mayhem Cards that have some pretty bonkers effects. This edge-of-your-seat, game-may-change-at-any-second component is just another way to keep the tension high and everyone involved in every turn. Each time a new card comes off the main deck, it could be a MAYHEM.

There are SOOO many good innovations to our core engine in this game. Another one of my favorites is the new design for what is "Kick" in our DC Deck-Building Game series. In *ESW*, it's "Wild Magic" and the 3 cost, 2 Power card now gives a player the added option of forgoing the 2 Power and instead playing the top card of an opponent's deck! It's a super fun dynamic as you try to play one of their powerful cards so they don't get to. As an added bonus: If it is an Ongoing card, you actually get to KEEP IT!

Okay, well, I have to go... the ritualistic blood sacrifice has started and, if I don't lead the chant, who knows what the hell will happen. But please make sure you try out *Epic Spell Wars of the Battle Wizards: Annihilageddon Deck-Building Game*. I promise you'll love it. I mean I HOPE you love it. Tell you what: If you don't love it and you see me, let me know and I will hold you tenderly and nod in agreement at your criticism. One great way to check out the game will be at all the cool upcoming tournaments at local game stores. The Launch Kit for retailers even includes special promos and a [expletive deleted] playmat that you can win!

*No awards actually won.

•••

Cory Jones is the creator of *Epic Spell Wars* and one of the founders of Cryptozoic.



PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #14 - PREPARING MINIS - PART 2

Welcome to the latest "episode" of *Painting Happy Lil Minis* in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page — Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice and their own style to the table.

PREPARING YOUR RESIN OR METAL MINIS

Last episode we covered the preparation of plastic miniatures, and today we're going to look at ways to get your metal and resin minis ready for painting.

Unlike injection-molded plastic miniatures, resin and metal miniatures are cast by hand, typically using rubber or silicone molds. Due to the nature of the materials and the flexibility of the molds, resin and metal miniatures can sometimes be more detailed than their plastic counterparts, but they can also cost a little bit more to produce.

Resin models can be single piece or multi-part, such as the Space Marine Captain model shown here (from Forgeworld). Once you have cleaned the resin to remove any mold release agent, you can clip out the parts using the same type of side cutters we used for the plastic miniatures. I personally find the best way to remove any mold lines is to carefully scrape or carve them away with a sharp hobby knife. All of the parts are then glued together with super glue.

Metal miniatures can also be single piece or multi-part and are generally treated in much the same way as resin models. One thing to note is that because the material is much harder than plastic or resin, you might want to use a sturdier pair of clippers to trim the pieces and instead of using a hobby knife to clean the mold lines I recommend you use a small, half-round hobby file. You should also use super glue to assemble any metal parts.

If the parts are large, or you want to attach the model to a base, you should always pin the pieces together.





This model is a Forsaken warrior from *Dark Age* (from CMON) and is part of a set of three minis. The separate arms come on small sprues.



The first step is to carefully clip your parts from the sprues using a pair of sturdy side cutters or clippers.



Carefully remove any mold lines and the excess plastic from the connection points, using a hobby knife or hobby file.



To pin a metal model, use a thin pin vise drill to drill a hole in the foot and up into the leg.



Glue a pin into the hole (I typically use paper clips) and then use your clippers to trim the pin to length.



Finally you can glue your model to the base, inserting the pin into a hole drilled in the base.

WORKING WELL WITH RESIN!

Two important things to remember when working with resin are:

- The casting process can typically leave some oily, mold release residue on the miniatures. By using an old toothbrush and some soapy water you can scrub the mold release off the resin. Then rinse them in cold water and let them dry.
- If you use a file to clean the mold lines on resin minis, you can release a lot resin dust, which isn't good for your lungs. Wear a dust mask when you do.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



Need more Dave? Don't forget to pick up his book, *Armies & Legions & Hordes* (DTM 1001) from your FLGS!

ARKHAM HORROR: 3RD EDITION - CORE SET (FFG AHBO 1)

From Fantasy Flight Games, reviewed by Eric Steiger

	14 & Up		1 - 6 Players
	120 - 180 Minutes		\$64.95

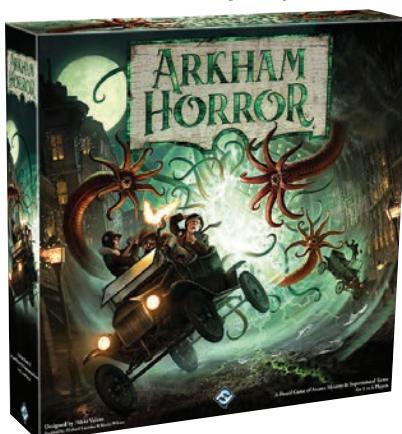
I don't envy Nikki Valens the task of stripping down one of Fantasy Flight Games's most venerable big box titles and rebuilding it for a third edition. Arkham Horror is basically an institution at this point, having spawned multiple spinoff board games as well as an incredibly successful living card game. So the prospect of taking this juggernaut and updating it for a third edition while still maintaining all of the elements that made it a classic must have been pretty intimidating. But she succeeded quite admirably.

Trying to explain the entirety of this classic in just one article is impossible, so I will assume you are familiar with it and just highlight the changes here. The first thing you will notice about this new edition of Arkham is (in addition to the all-new art and updated layout) is that it has no board anymore. The city of Arkham now consists of 5 modular neighborhood tiles linked jigsaw-style by street tiles, and this is great for a number of reasons. First, it vastly reduces the amount of table space needed

to play on. This is no mean feat, as the last edition of the game pretty well necessitated banquets' worth of table estate. But the consolidation also has a measurable effect on gameplay, as locations become much more accessible and unnecessary neighborhoods are removed from the table. This makes for much more simplified movement rules.

Additionally, the skill iconography has been updated to match that of *Eldritch Horror*, *Mansions of Madness*, and the *Arkham Horror LCG*, making it an easy pickup for anybody who has played those. But while many of the game concepts from the last iteration of Arkham are still in this one (as you'd expect), they have been streamlined and updated to remove a lot of unnecessary fiddliness.

Instead of clues simply appearing in random spots and investigators just moving to collect them, and doom simply being the countdown timer to the endgame condition, both are now an integral part of the board and have a "life cycle" that determines the next phase of the story arc. When a clue is added to a neighborhood, you will draw the top card of the scenario's event deck (unique to each scenario) and shuffle it in with the top 2 cards of that neighborhood's standard encounter deck. If you want to get the clue, you need to be in that neighborhood for its



encounter, and hope you draw the event that's in the top 3 cards. Success means taking the clue, but clues on your character don't advance your goal; you have to perform a research action to move clues from your investigator to the scenario.

Similarly, doom tokens are added to the board by drawing neighborhoods from the bottom of the event deck. In some scenarios, too much doom in a neighborhood will trigger an anomaly, which will replace that neighborhood's encounter deck with the anomaly deck (thus preventing you from gaining any clues there until the anomaly is removed); additionally, you can no longer add doom to a neighborhood with an anomaly; instead, it goes straight to the scenario card. The scenario will tell you what happens when it has a certain number of clues (good) or doom (bad) on it, unlocking the next phase of the scenario and eventually your victory and loss conditions.

Additions to the board are handled by the Mythos Cup, which will soon be your players' most hated object. At the end of the round, players draw tokens from the cup to trigger the spawning of clues, monsters, doom, headlines, and gate breaches (adding doom to every space in a neighborhood and reshuffling the discarded event cards back onto the bottom of the deck).

All of these rule changes make for a much more streamlined game, with the heavy lifting done by the scenario itself and its accompanying codex cards to form a very cohesive narrative. The game is far easier for new players to pick up, and the lack of victory/loss conditions at the beginning of the game make it far more difficult to do the kind of gaming of the system that the second edition allowed.

Finally, the last change I will highlight isn't to gameplay, but it is one of the most welcome. As with their other games, FFG has divided up the rulebook into a narrative, easy to follow, "Learn to Play" booklet and a comprehensive, outline-formatted "Rules Reference" book. This system is much more conducive to learning the game for the first time, as you read the Learn to Play book cover to cover, and then consult specific entries in the Rules Reference during play as you need them.

•••

Eric is your friend, and friends wouldn't let you play bad games.





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MSRP \$45
Release Date Q3 2019

FOR MORE INFORMATION, VISIT CRYPTOZOIC.COM



SMASH UP: WORLD TOUR CULTURE SHOCK (AEG 5517)

From Alderac Entertainment Group, reviewed by Brian Herman



14 & Up



2 - 4 Players



45 - 60 Minutes

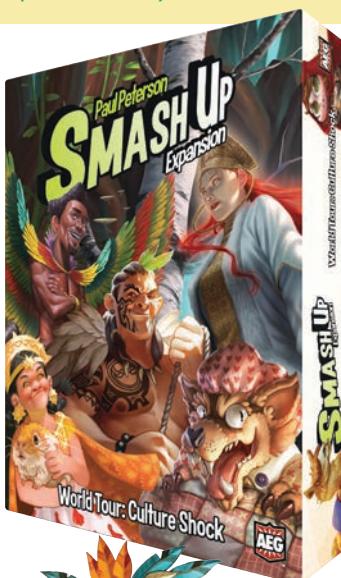


\$24.99

Getting to do a review for a *Smash-Up* expansion is a bit surreal for me, as it's been one of my favorite games since getting a demo of the core set at Gencon in 2012. I am a SUPER *Smash-Up* fan, I have picked up almost everything this game has to offer, and it sits sleeved and awaiting a game any time. Full disclosure: this expansion was going to be in my collection regardless of being able to write a review for it. However, being as involved as I am with the series puts me in the best position possible to tell you if an expansion is worth the shelf space. I've played almost every single item *Smash-Up* has to offer, and I can tell you that *World Tour: Culture Shock* is certainly worth the price of admission.

In the event you're in the back of the class and have never played *Smash-Up*, here's the skinny: Each player selects two faction decks which come complete with Actions, Minions, and Bases. All players Base cards are shuffled together to create the gameboard, which consists of several Bases equal to the number of players +1. Each player takes their faction decks, and "smashes" them up together by shuffling, creating whatever strange hybrid they want to see (Aliens/Time Travelers, Rock Stars/Bear Cavalry, the only limit are the factions available), and draws 5 cards. On each player's turn, they can play 1 Minion card onto one of the bases in play, and 1 Action card for a variety of game effects, in whatever order is preferable. Once a base has enough minions, it will eventually be "scored" with points distributed to each player with a presence on that base. The more power a player has at a base, the more points they receive when it scores; the first to 15 points wins.

With each expansion (usually) adding 4 new factions to the available list, *Smash-Up* has grown up quite a bit since 2012. If my math is right, with *World Tour: Culture Shock* there are now 73 available factions for players to choose from, with 5 new expansions brought to the table, which has only happened once before in the game's history. The factions themselves do not disappoint at all in either flavor or mechanics. *Culture Shock* is the second in the *World Tour* series, and this expansion



focuses on various culture's tales, fables, and mythos interpreted in some interesting ways:

Grimm's Fairy Tales: Rely on specific interactions between characters a la Hansel and Gretel, Little Red Riding Hood and Big Bad Wolf, etc. The presence, or lack thereof sometimes of certain pairs gives certain bonuses and abilities.

Anansi's Tales: Rely on putting your own cards in your opponents' hands and then punishing them for it either immediately or when they play/discard the card.

Ancient Incas: Rely on upgrading locations with actions played on bases as sacred sites for massive bonuses and abilities. While this mechanic isn't new to the series, it's presented in a very interesting way.

Polynesian Villagers: Rely on "wayfinders" revealing and playing extra bases from the base deck, subtheme of movement to new locations and +1 power counters.

Russian Fairy Tales: Rely on top of deck/bottom of deck interactions. Has many abilities to "transform" characters by putting them back in their owners' deck and allowing a free minion play from the top of the deck.

Usually in any expansion, I quickly find and dive into my "favorite" faction very quickly, but as I was writing this review I've been forced (all for the sake of thoroughness, mind you) to play as many games of *Smash-Up* with each of each of these as possible. I've been impressed time and time again how much thought and intuition went into the design of each of the

factions. Down to the art and card names, none of the factions feel rushed or wedged in, and will easily find a home pairing with several existing factions from previous sets or even within the *Culture Shock* expansion. If I had to pick my true love of the set, I'd lean to the Polynesian Villagers, as the idea of "wayfinders" interpreted as peeling extra bases from the top of the deck into play (while contributing 3 bases themselves) has generated the most impact on an overall game in its sheer wackiness alone. This is what I love about *Smash-Up*: The very concept of a game where a team of Steampunk Ancient Incas battle it out with Zombie Cyborg Apes has infinite potential in its own silliness, which AEG seems to embrace more and more with every expansion.

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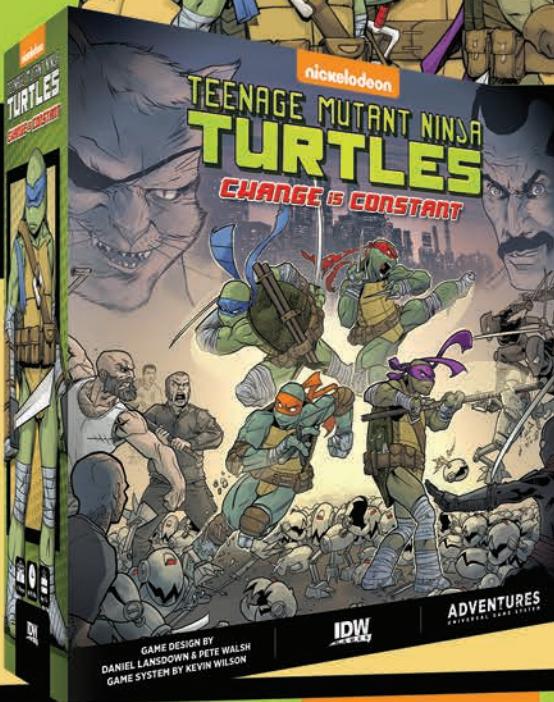
Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, WizKid's *Hero-Clix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



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FALLOUT: WASTELAND WARFARE - TWO PLAYER STARTER (MUH 051235)

From Modiphius, reviewed by Thomas Riccardi



14 & Up



1 - 8 Players



30 - 240 Minutes



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War. War never changes.

Deep within the irradiated wasteland, mutants, machines and monsters stalk the land in search of the one thing they crave.

Prey.

However, there are forces that fight against these threats; whether it be survivors from the various Vaults, or the heavily armed and armored Brotherhood of Steel. This is the setting of the latest game from Modiphius, *Fallout Wasteland Warfare*.

When you open the box, you have everything that you'll need to start playing right away: rules & ways to play booklets, dice, counters and cards — these are all the tools that you will need to propel your adventures in the wasteland. There is also a 3' x 3' map of the area around the Red Rocket gas station.

The stars of this starter set have to be the resin models, and you get twelve of them ranging from settlers and a Brotherhood of Steel Paladin, to Super Mutants and even a Deathclaw! Each of these miniatures comes fully assembled so you can engage in battles right away, or you can take your time to paint each of them as every model is highly detailed. What I also love about these miniatures is the scale; for example, the regular survivors are small in comparison to the giant Super Mutants or the **huge** Deathclaw.

[Reviewer's note:] There are going to be future, additional releases that will not only feature different factions, enemies and robots, but scenery as well! You will be able to purchase the Red Rocket Gas Station and other scenery including turrets, cars and other bits to give your battles more depth and even cover.



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Each of the units in the game has a card complete with trademark S.P.E.C.I.A.L scores that reflect that models' abilities:

- Strength deals with melee combat,
- Perception ranged combat,
- Endurance how much damage it can take before dying,
- Charisma for skill tests used to charming / intimidating models,
- Intelligence for hacking and lockpicking,
- Agility for thrown weapons, and
- Luck to avoid critical damage or make near miss attacks hit.

Additionally, the corresponding dice feature a few different symbols which range from automatic hits to instant failures, so this



makes gameplay more interesting. Movement in the game is different from other games as there is a key on the top right of a model's card which indicates which movement ruler to use for that model. (There are, of course penalties, for moving through difficult terrain and the player does not have to move the maximum amount on the ruler.)

During each round you can either *ready* a model (which means you haven't activated it yet) or *activate* it. Once you activate any model on your side, all of your other models become active as well. Each model can take two actions, choosing from:

- Move (self-explanatory),
- Shoot (again, self-explanatory),
- Charge (charging against another enemy),
- Use Expertise (using special skills such as lockpicking or hacking),
- Prepare (getting ready for an enemy's attack), and
- Throw (throwing a weapon).

A player can choose two of the same action or two different actions for each model they control.

This may sound like a lot of information to remember, but the rulebook is laid out pretty intuitively, and not only explains how to play but gives you scenarios so you can play and learn the rules at the same time.

While this boxed set is designed for two players, this game can accommodate up to eight people on the battlefield. What I also love about this game is that you can play this game solo or with other players against AI controlled opponents. Yes, you heard correct! Looking at the AI card and rolling on the blue dice along with the condition of the unit shows how they will react. Units will either run headlong into melee combat or take pot shots from afar and this is something I want to see more games do as it is amazing!

Whether you love the *Fallout* series or have never played any of the games if you are a fan of postapocalyptic wargames this is for you. For more information on this and other great games head over to <https://www.modiphius.com/> and get ready to battle in the wasteland.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



Small figures. Big talent.



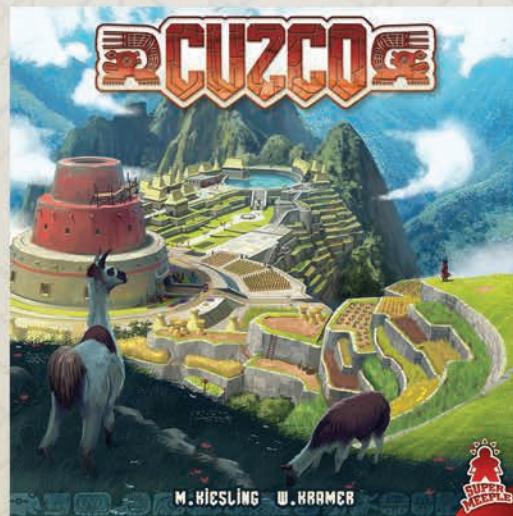
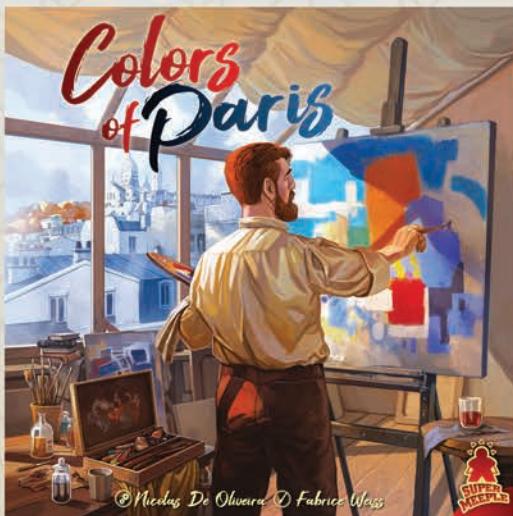
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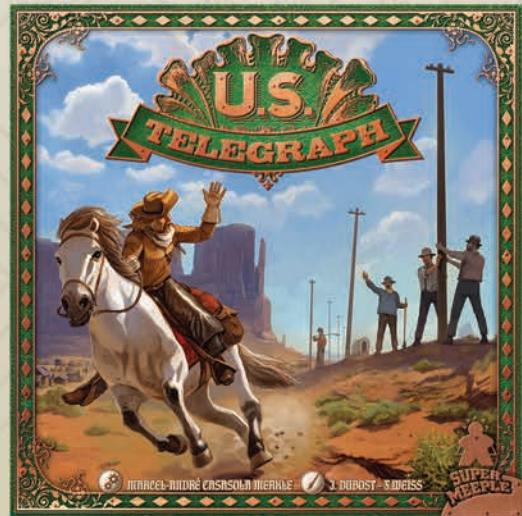
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Greetings GTM Fans!

This month Game Trade Magazine and Game Trade Media are teaming up with Luma Games to bring you an awesome giveaway!

We're super-pleased to be teaming up with Luma Games for this month's giveaway, and boy howdy do they have a **FANTASTIC** selection of games to offer. Each of the titles above are themed around travel and/or faraway places, and we can't think of a better way to beat the summer heat than winning a beautiful assortment of games; it's the ultimate stay-cation package!

One lucky winner gets all of the games above. To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on July 31st and will close on August 27th so don't wait! Already a fan of Game Trade Magazine and Game Trade Media on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check our content again!)."

ENTER TO WIN!!!
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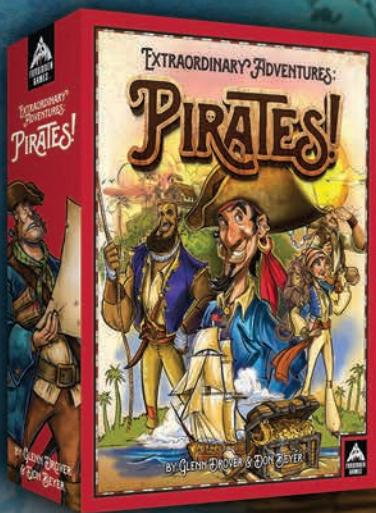


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